UK'S #1 SEGA AND NINTENDO MAGAZINE!

MEAN MACHINES

£2.20 US$5.50
NO 22 JULY

INSIDE!

MEGADRIVE
TERMINATOR II: THE ARCADE GAME
KRUSTY'S FUNHOUSE · ALIEN 3
FERRARI GRAND PRIX · SLIME WORLD

SUPER NES
ALESTE · SPIDERMAN · MAGIC SWORD

NINTENDO
MICRO MACHINES · LITTLE NEMO

MASTER SYSTEM
OLYMPIC GOLD · ARCADE CLASSICS

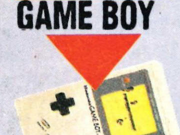
MEGADRIVE

SUPER NES

MASTER SYSTEM

NINTENDO

GAME BOY



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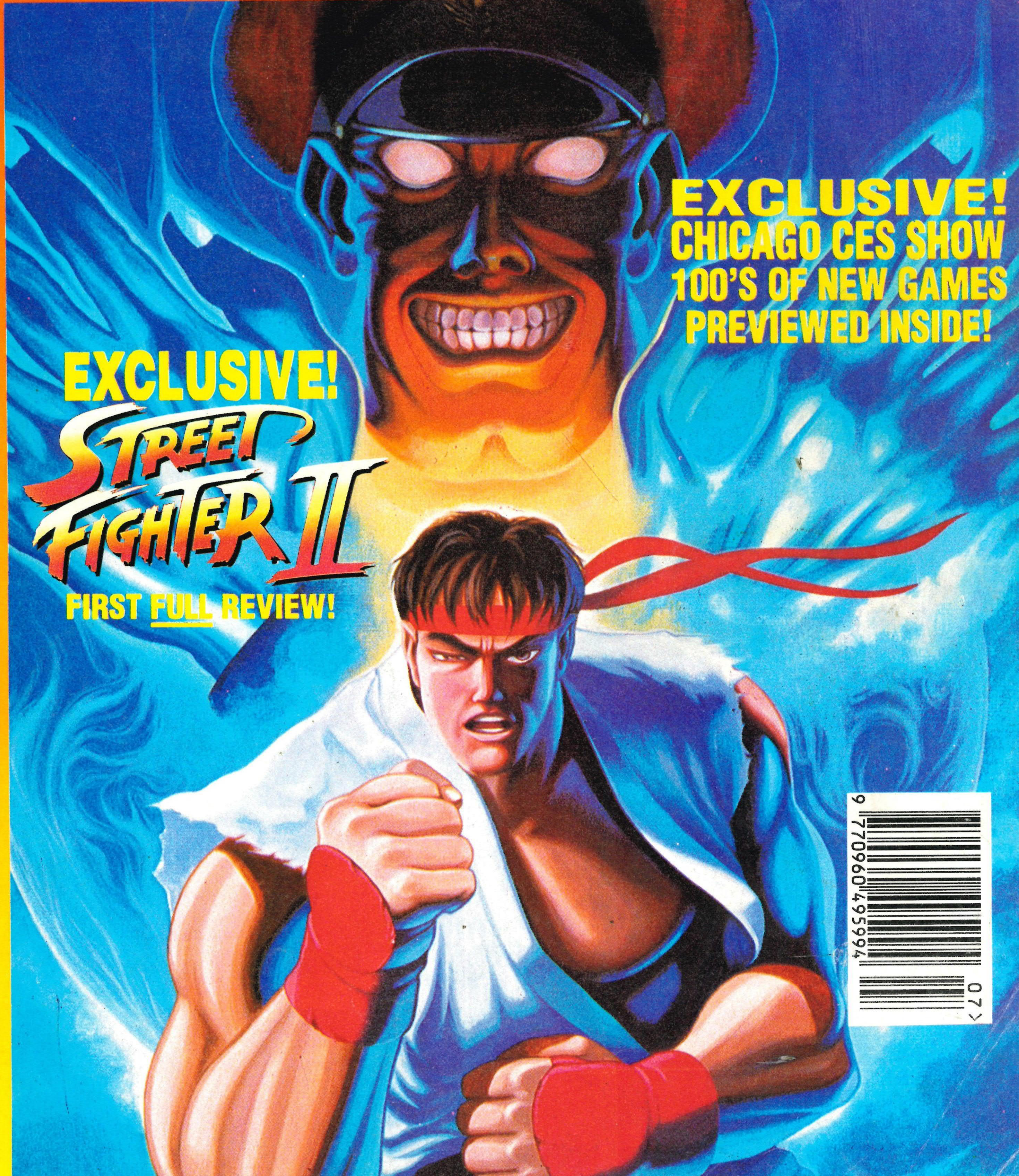


EXCLUSIVE!
CHICAGO CES SHOW
100'S OF NEW GAMES
PREVIEWED INSIDE!

EXCLUSIVE!
STREET FIGHTER II
FIRST FULL REVIEW!

HERE'S SOMEONE WHO KNOWS ALL ABOUT OUR GREATEST HITS

Whatever we've inflicted on the unfortunate star of our advertising, was all done with the best intentions.

After all you need to be alerted to all the latest info on our best-selling, award winning MegaTitles like EA Hockey, Road Rash and Desert Strike.

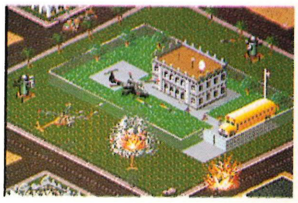
To this end we make no apologies for doing just about everything bar have him swim blindfold through a shoal of barracuda.

(Now there's an idea.)

EA HOCKEY

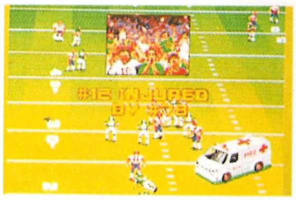
JAMES POND II

ROAD RASH



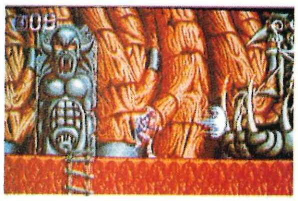
DESERT STRIKE

PGA TOUR® GOLF



JOHN MADDEN AMERICAN FOOTBALL

F/22 INTERCEPTOR



SHADOW OF THE BEAST

And watch out for these new hard-hitting Mega Titles, coming soon on EA: EASN World Basketball™ Twisted Flipper, Aquabatics. Where in the World is Carmen Sandiego™? Powermonger™ and LHX Attack Chopper.

EA HOCKEY
JAMES POND II
ROAD RASH
DESERT STRIKE
PGA TOUR GOLF
JOHN MADDEN FOOTBALL '92
F22
SHADOW OF THE BEAST

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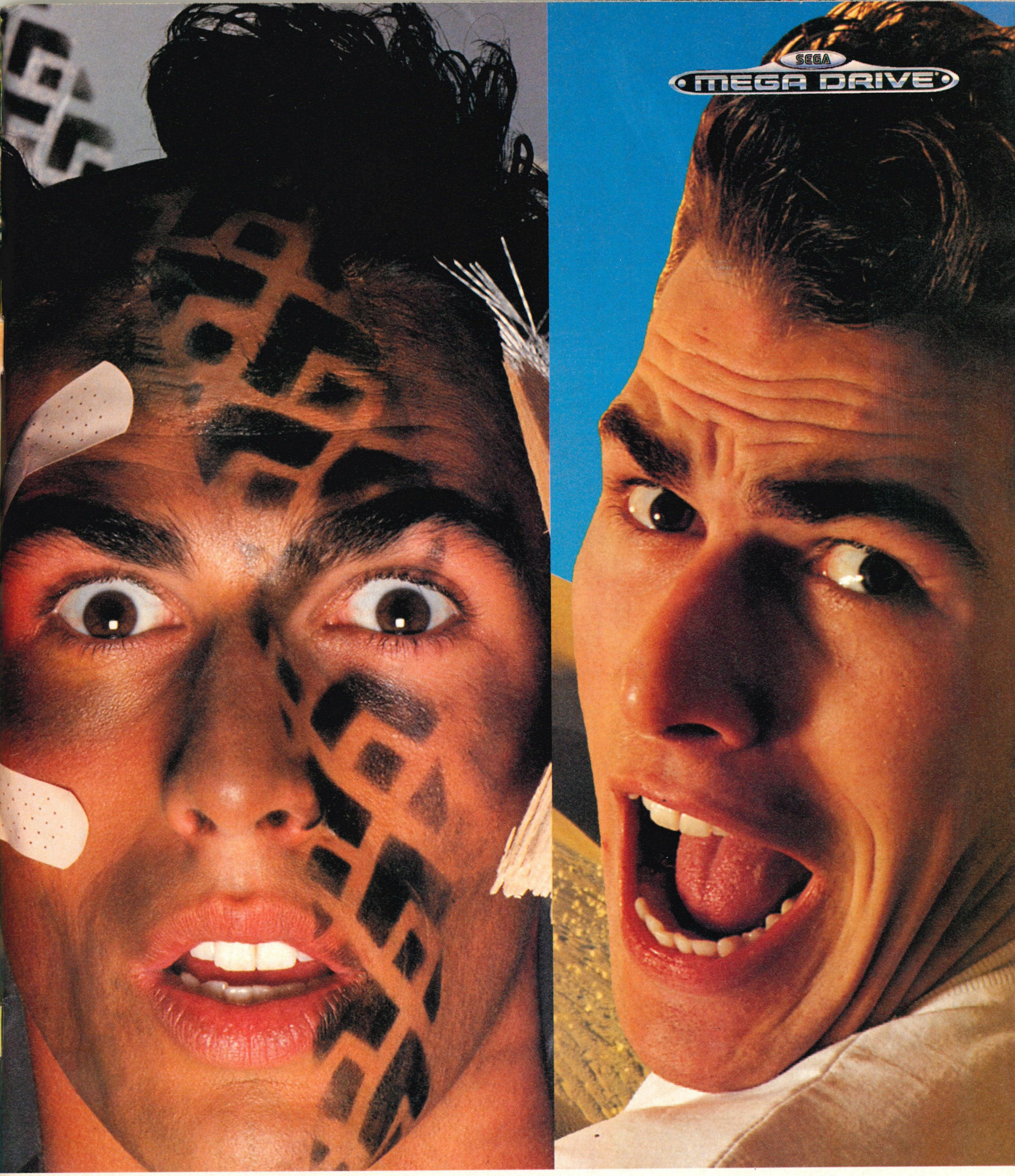
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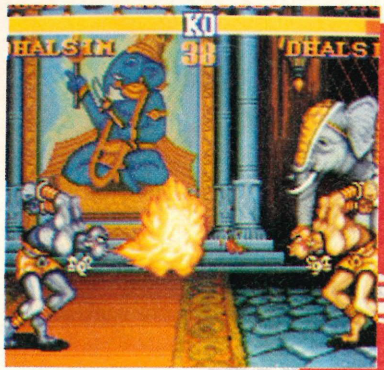


EDITORIAL 6

Just back from the Chicago CES, Jazza manages to squeeze in this exciting article before MEAN MACHINES is sent to the printers. Yet more people are gratuitously insulted without prejudice and some more amusing photos are printed for your entertainment.

NEWS 10

MEAN MACHINES, the magazine traditionally associated with the hottest news stories, does it again - this time with a massive eight page CES Show special. Find out about ALL the new console games, months before they're released! Cool, eh? Check it out!

STREET FIGHTER II 22

The hottest, and perhaps greatest, game ever - given the FULL MEAN MACHINES review treatment in the first ever FIVE PAGE review! Wowww! Find out everything you wanted to know about the game, including the characters' blood types!

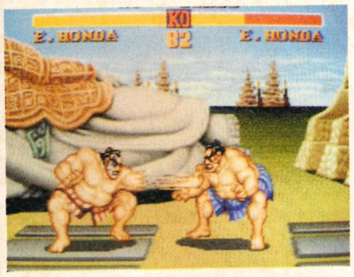
MEAN YOB 28

MEAN YOB's back, his sack packed to capacity with your letters. This month, he's got a mixed bag of letters - some good, some completely crap that you wonder why we printed them. Just who will be put down in a highly hilarious manner this month? Turn to page 28 and find out.

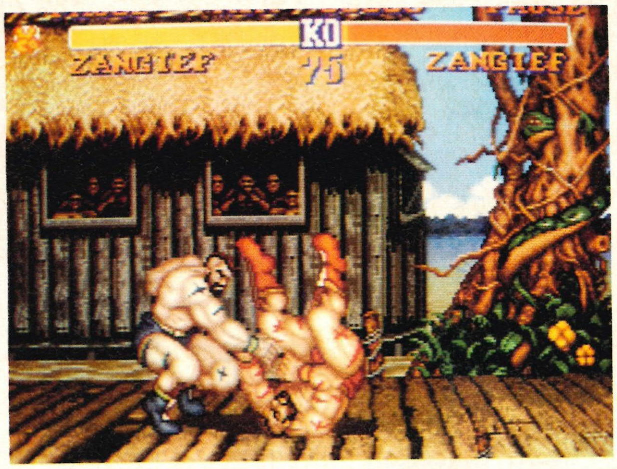
Q+A 32

Although it's a boring and thankless task, Jazza has once again put fingers to keyboard to answer some of your console queries (like Gary Harrod). Examine these pages and who knows? Your question may have been answered. Coo.

STREET
FIGHTER



▲ *First with the review, first with the cheats! Turn to the Editorial to discover how to play Street Fighter II with the SAME characters! Amazing or what?*



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TIPS 38

Turn to page 38 for the nightmare of Rich's month - the Tips Section. This month he's come up trumps with detailed tips for the Master System version of Donald Duck along with a completely mega Smash TV map that gives away the game's many secrets! Add that to the vast range of topper little cheats and you've got eight pages of completely dreamy stuff!

THE GAME GENIE EXPOSED! 48

The Game Genie is Codemasters amazing little widget that enables you to "enhance" your Nintendo games by typing in some easy-to-enter codes. Find out just how good it is when we give you the full, unadulterated review!

CHARTS 60

Nintendo sent us two charts last month. This month they couldn't even be bothered to send one! Oh well. Check out the new Sega charts and look at last month's Nintendo ones in this amazing double page layout that took us ages to do.

THE HOTLINES 107

Coo! We've decided this month to actually print a NEW Hotlines page, instead of the old one which was in all fairness getting on a bit. Turn to this page and get dialling now for your chance to win some of the best consoles gear money can buy!

MEGAMART 117

Check out these many pages of small-point (unless we haven't got enough to fill the pages) text in search of an elusive bargain - so elusive in fact that it might not be there at all. That's half the fun when you turn to page 117 and examine the section of MEAN MACHINES that we like to call Megamart.

EXCLUSIVE ALIEN III PREVIEW!

Yes! Once again, MEAN MACHINES scoops the entire console magazine industry by printing everything you need to know about Acclaim's potentially mega Alien III!

PREVIEWS 124

Wow! This month we've gone for broke by producing what must be some of the most packed preview pages ever. Check out Krusty's Funhouse on Super NES! Witness Bart Vs the Space Mutants on the Megadrive! Thrill to the likes of Darkman, Hudson Hawk and Switchblade II on Nintendo. Corrr!

NEXT MONTH 129

Notorious for its complete lack of information and misleading artwork, the MEAN MACHINES next month page strikes again with... no real information at all and misleading artwork. This month, we've even got the publication date for the next issue printed correctly. Can't say fairer than that can we?

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WHO DUNNIT

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REMEMBER KIDS: They always **** you in the hospital!

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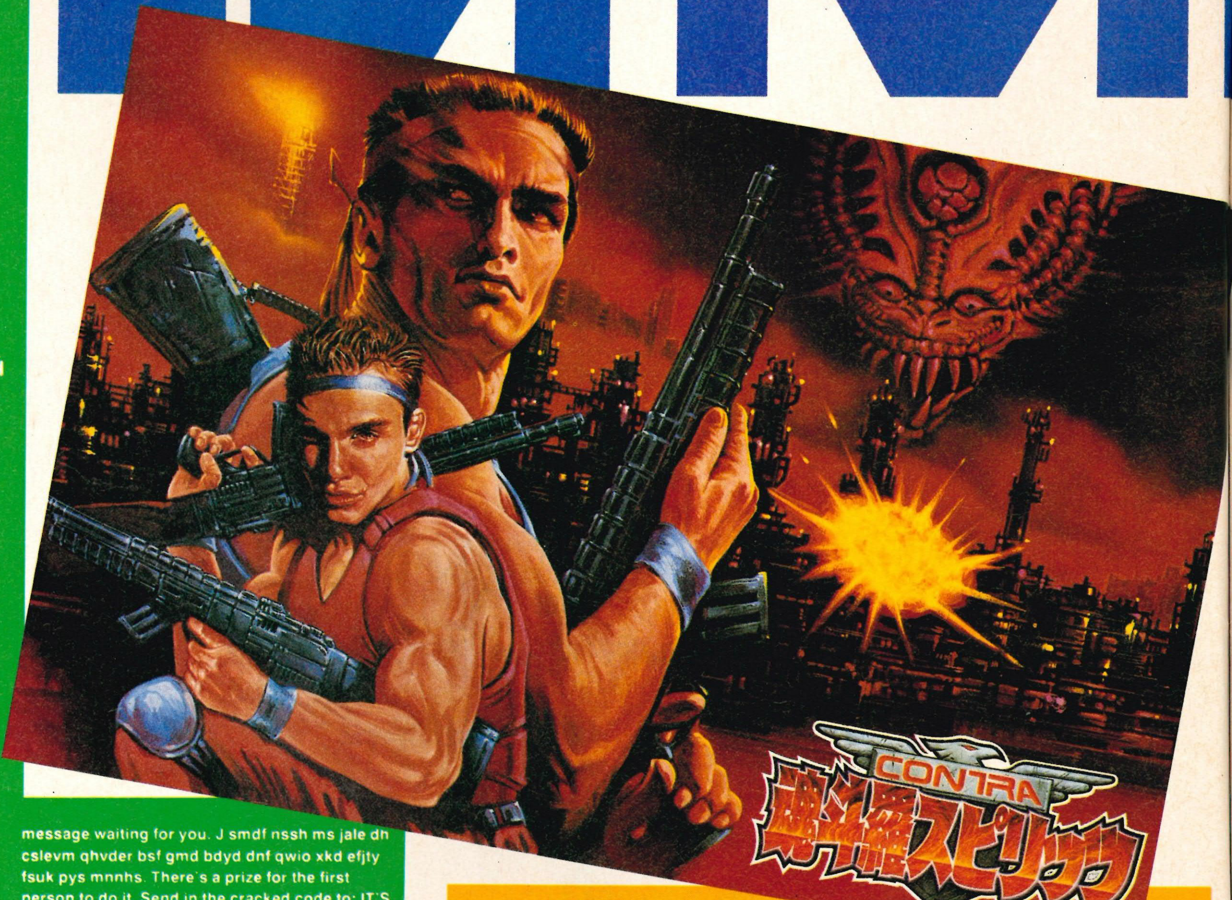
COMPETITION RULES

EMAP Images employees or their immediate family aren't allowed to enter any of our comps. This is because we've decided to give everyone else a chance to win all the absolutely fantastic prizes we have on offer. Aren't we kind. Well, nearly. The unkindness comes into effect whenever Dwayne Minton of West Wormwood and his relations are mentioned. They all work in a famous toothbrush packing plant and before they put the brushes into the packing they stick them up their bum. And because of this they're not allowed to enter any of our competitions.

JAZZA'S FINAL BIT

Anyone out there a code cracker? If so, crack this simple code and you'll find a special message waiting for you. J smdf nssh ms jale dh cslevm qhvder bsf gmd bdyd dnf qwio xkd efjty fsuk pys mnnhs. There's a prize for the first person to do it. Send in the cracked code to: IT'S SCIENTIFICALLY PROVEN THAT ELEPHANTS ARE BORN ALCOHOLICS, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. And if you can't crack it - guess it!



THE PUZZLE PIC

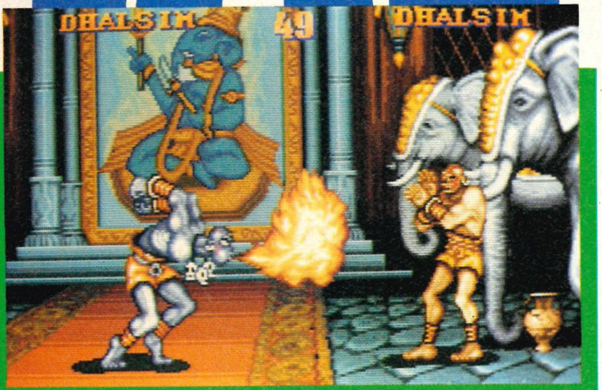
Just in case you're having difficulty putting your fab puzzle back together again (Doh!), here's the completed picture for your reference, enjoyment and general leisurely perusal of.

If you read last month's magazine, you'd have noticed a new face. Rob Bright is his name and he's the latest addition to the MEAN MACHINES team. He's from Borehamwood in Herts (although we don't hold that against him) and it was he who was the successful applicant to the MEAN MACHINES staff writer ad we ran a few months ago. So say hello Rob and make his feel nice and welcome.

Right, now I've got that out of the way I can talk about something that's really bugging me - the price of Nintendo and Sega 16-bit hardware. If you lived in America and wanted to buy either a brand new Megadrive or Super Nintendo, all you'd have to fork out is $99.99 - a measly £55.55. Okay, so all you get is the hardware, but nevertheless, that's ridiculous compared to the price of European hardware. Even if you're ultra-conservative and take into account a generous export cost, extra VAT, import duty and shipping there's still a huge gap between the US prices and the £129.99 ($240.00) price tag of a Megadrive and the £149.99 ($270.00) charged for a Super NES.

Now I'm not saying that we expect the same prices as America, but surely there's some potential in there for a price drop to £99.99? So how about it?

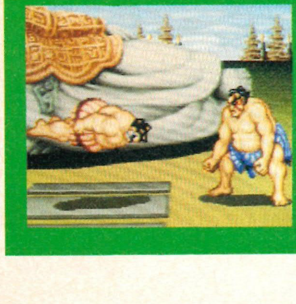
IAL



STREETFIGHTER II STOP PRESS SENSATION!

We just can't believe it! Just when we thought that Streetfighter II was the best thing since sliced bread (it's been awarded 98% in our exclusive 5-page review), we've been specially faxed this red-hot tip from Japan. What does it do? Well, it lets you participate in fights using the same characters, just like Streetfighter II: Championship Edition! Incredible or what?

To get the cheat to work, switch on the machine and as soon as the Capcom title comes up press: DOWN on the pad, the top RIGHT button, UP on the pad, the top LEFT button, then Y, B, X, and A. You have to do this very quickly before the Streetfighter II logo comes up. It takes quite a bit of practice, but you know when you've been successful because there's a little ping noise and the screen goes blue. Once done, just play the game as normal and select any characters you like. Don't forget - you read it here first!!!

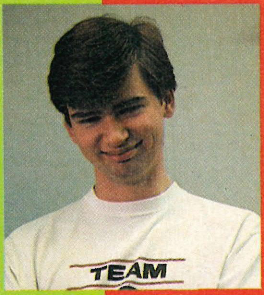


JULIAN "PSSST... MY LORDS" RIGNALL

"My big school play performance came when I played the judge in Joan of Arc. Dressed in a sheet with curious, crusty yellow stains all over it (none of them mine, I'll hasten to add), I had to provide the drama during the trial scene. During one of Joan's long and rather tedious speeches my mind wandered and when it came to my lines I completely forgot them. Doh!"

CURRENT FAVE GAMES: STREETFIGHTER II

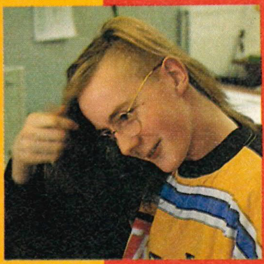
RICHARD "STARTER FOR 10" LEADBETTER



"After being threatened with a fate worse than death, I was forced to play Bamber Gasgoine in our "hilarious" sixth-form skit on University Challenge. I had to ask desperately unfunny questions and provide embarrassingly humourless punchlines. I was so busy trying to look like I wasn't enjoying myself that my deadpan performance was actually successful."

CURRENT FAVE GAMES: STREETFIGHTER II

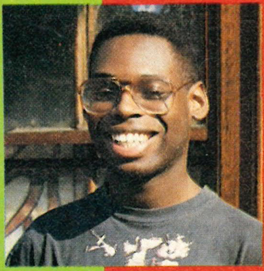
RADION "DONOVAN" AUTOMATIC



"In primary school I was cast as one of the brothers in our lavish production of Joseph and his Amazing Technicolour Dreamcoat. I had to do a solo, and for some unknown reason had to sing it in an American accent. This was fine until I moved up to secondary school where everyone knew me as "that nob who sang that crappy solo"."

CURRENT FAVE GAMES: STREETFIGHTER II

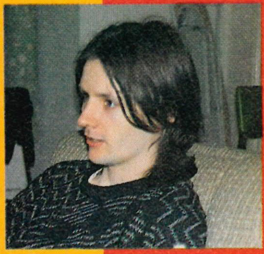
OZ "HE'S A TRAMP" BROWNE



I was a chorus boy in my school's splendid rendition of Oliver. I was one of the tramp kids and had to wander around looking useful while singing my head off. Everything went super-smoothly and the audience loved it. I nearly thought of taking up acting full-time, but my designing talents are far greater than my acting!

CURRENT FAVE GAMES: STREETFIGHTER II

GARY "PLAY BY HIMSELF" HARROD



Coming from an impoverished Dickensian-type school where they had drill practice between 5am and 9am and then spent the rest of the day making matches, Gary never starred in a school play. Aaaaah! Still, we reckon he would have made a brilliant Charles Manson...

CURRENT FAVE GAMES: STREETFIGHTER II

ROB "FAUX PAS" BRIGHT

"The best school play I was in was written by my very own self, and starred me as a teacher. Halfway through the production, which was played in front of the entire school and its governors, I suddenly realised the character I was playing bore more than a passing resemblance to my head teacher... and he was not amused. If you're reading this, Mr Westrip, it really wasn't meant to be you!"

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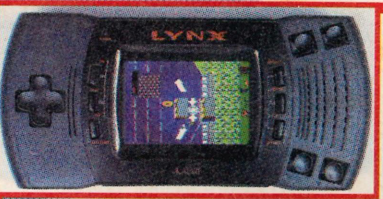

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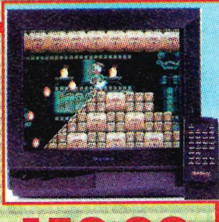

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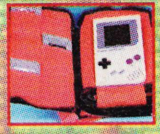

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CES SHOW

Here it is! The first full report on the Chicago CES show, brought to you by a very jetlagged Julian Rignall. There was plenty to see and loads of games on display - the complete list is printed later on in this special news feature. Want to find out what's hot and what's not? Then read on dear reader...

ACCLAIM GO BANANAS

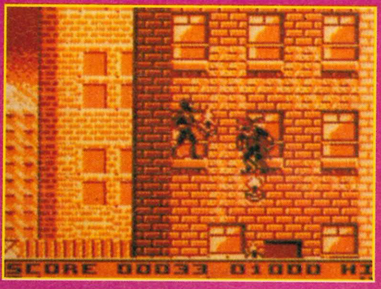
The Acclaim/LJN/Flying Edge/Arena (for they are all one company) stand was a veritable bulge-fest of new games. My pick of the bunch was the Amazing Spider-Man and the Uncanny X-Men on Super NES. It's looking very good indeed, with excellent graphics and sound.

Also on Super NES was Bart's Nightmare, a jolly-playing but rather 8-bit looking Simpsons game, Roger Clemens MVP Baseball (stunning-looking, but unfortunately it's baseball) George Foreman's KO Boxing (similar to Punch Out!!), NBA All-Star Challenge (very good) and Krusty's Funhouse (great).

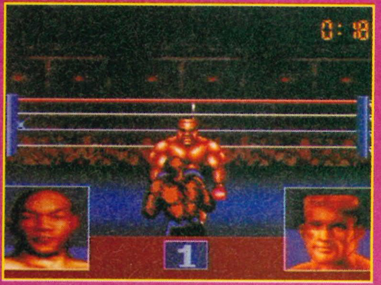
On the Megadrive was a very early demo of Terminator II: The Arcade Game (which will be bundled with the forthcoming Menacer light gun), Steel Empire (just like the Japanese version we reviewed a couple of months ago), Ferrari Grand Prix (the most crap racing game yet seen on the Megadrive - it's absolute trouser cack), Smash TV, Bart Vs Space Mutants (almost identical to the Nintendo version) and WWF Wrestlemania.

Hand-helds were strongly represented with Spider-Man, George Foreman's KO Boxing and Bart Vs Space Mutants on Game Gear, while on Gameboy there was George Foreman's KO Boxing, Double Dragon III, NBA All-Star Challenge II, Ferrari Grand Prix, WWF2, Spider-Man II and Roger Clemens MVP Baseball!

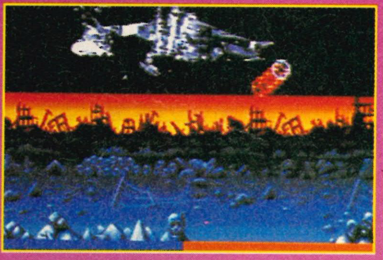
Finally, on Nintendo there was WWF Wrestlemania III: The Steel Cage, George Foreman's KO Boxing and Ferrari Grand Prix. Phew!



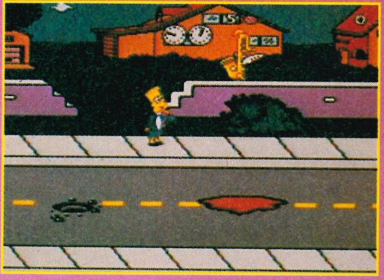
▲ Spider-Man II on Gameboy!



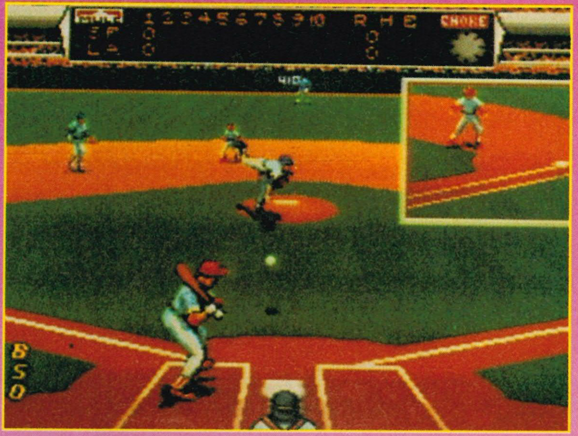
▲ George Foreman KO boxing!



▲ T2 Arcade Game on Megadrive!



▲ Bart's Nightmare: Nintendo.



▶ Roger Clemens MVP Baseball!

COMPLETE GAMES G

The following list features every game featured or announced at the show. At present few are definitely scheduled for European release - some might never appear at all in this country - but as soon as any of them have firm release dates, we'll be the first to tell you.

MEGADRIVE CD-ROM

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BIGNET
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BIGNET
TERMINATOR II: THE ARCADE GAME
ACCLAIM
WWF MEGA WRESTLEMANIA
ACCLAIM
WONDER DOG
JVC
DUNGEON MASTER (SKULL KEEP)
JVC
THUNDER STORM
RENOVATION
POLICE QUEST III
SIERRA
KING'S QUEST V
SIERRA
WILLY BEAMISH
SIERRA
MOTHER GOOSE
SIERRA
SPACE QUEST IV
SIERRA
LEISURE SUIT LARRY I
SIERRA
STELLAR 7
SIERRA
PITFIGHTER II
TENGEN
OUT OF THIS WORLD
VIRGIN
TERMINATOR
VIRGIN

MEGADRIVE

SUPER BATTLETANK
ABSOLUTE
AMAZING TENNIS
ABSOLUTE
ALIEN 3
ARENA
SUPER HIGH IMPACT
ARENA
PREDATOR II
ARENA
TERMINATOR II: THE ARCADE GAME
ARENA
WARRIOR OF ROME II
BIGNET
HEAVY NOVA
BIGNET
RAIDEN TRAD
BIGNET
CAPTAIN AMERICA AND THE AVENGERS
DATA EAST
SIDE POCKET
DATA EAST
CHELNOV/ATOMIC RUNNER
DATA EAST
MiG 29
DOMARK
JAMES BOND 007
DOMARK
MYSTICAL FIGHTER
DREAMWORKS
BULLS Vs LAKERS
EA
YOUNG GALAHAD
EA
TWISTED FLIPPER
EA
NHL PLAYERS ASSOCIATION HOCKEY
EA
POWERMONGER
EA
LHX ATTACK CHOPPER
EA
JOHN MADDEN FOOTBALL '93
EA
TONY LA RUSSA BASEBALL
EA
JAMES POND III: SPLASH GORDON
EA
MIGHT AND MAGIC III
EA
LOTUS TURBO CHALLENGE
EA
BLOOD AND GUTS FOOTBALL
EA
WHERE IN THE WORLD IS CARMEN SAN DIEGO
EA
STEEL EMPIRE
FLYING EDGE
FERRARI GRAND PRIX CHALLENGE
FLYING EDGE
KRUSTY'S FUNHOUSE
FLYING EDGE
THE SIMPSONS
FLYING EDGE
SMASH TV
FLYING EDGE
WWF WRESTLEMANIA
FLYING EDGE
ROGER CLEMENT'S MVP BASEBALL
FLYING EDGE
GEORGE FOREMAN'S KO BOXING
FLYING EDGE
NBA ALL-STAR CHALLENGE
FLYING EDGE
WHEEL OF FORTUNE
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GADGET TWINS
GAMETEK
THE HUMANS
GAMETEK
AMERICAN GLADIATORS
GAMETEK
JEOPARDY
GAMETEK
WOLF CHILD
JVC
METAL FANG
JVC
CHESTER CHEETAH
KANEKO
DEADLY MOVES
KANEKO
ROMANCE OF THE THREE KINGDOMS
KOEI
GEMFIRE
KOEI
UNCHARTED WATERS
KOEI
CROSS FIRE
KYUGO
BOWLING
MENTRIX
NOLAN RYAN EXPRESS
MENTRIX
STRIKE EAGLE II
MICROPROSE
PIRATES
MICROPROSE
F-19 STEALTH FIGHTER
MICROPROSE
SPLATTERHOUSE II
NAMCO
CLUEDO

CES SHOW

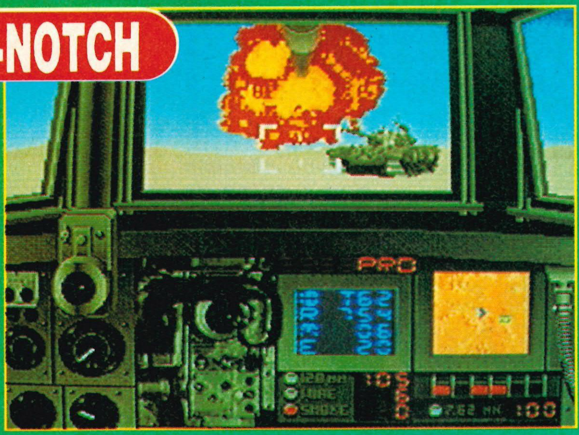
ABSOLUTELY TOP-NOTCH

Absolute Entertainment have some very jolly stuff up 'n' coming. Amazing Tennis is one of the best, and is coming soon to Megadrive and Super NES. It features large, beautifully animated sprites, great sound effects and excellent gameplay.

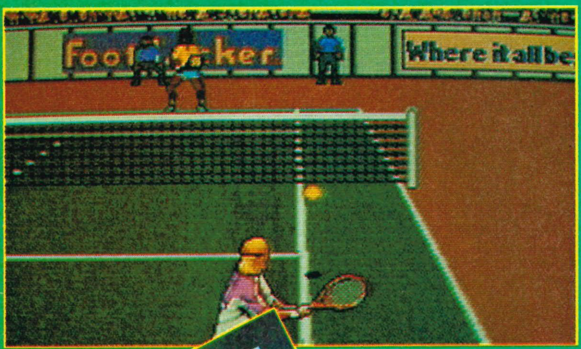
Battletank on NES is pretty decent, but better still is Super Battletank on Super NES, which lets you trundle around the Gulf in your vehicle of doom and dish out death to all and sundry. Great graphics and some brill special effects makes this look a winner.

Also from Absolute is Race America (Nintendo), which looks and plays very much like an ancient computer game called The Great American Cross Country Road Race, Space Shuttle (Nintendo), a rather dull Space Shuttle simulation and Turn and Burn: F14 Dogfight Simulator (Gameboy) a very promising-looking Afterburner style game.

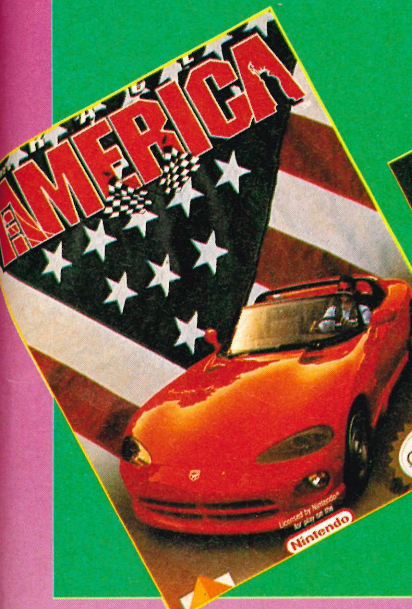
Finally, Absolute announced that they are currently working on Toys, the game based on a forthcoming film in which a toymaker saves his father's toy factory from the clutches of his loony Uncle. Sounds interesting.



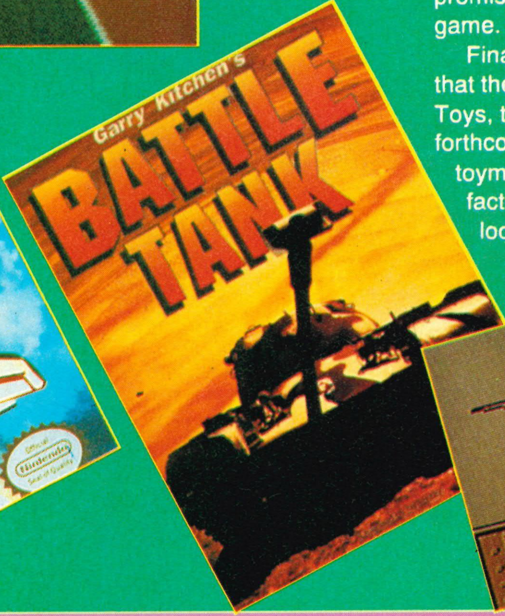
▲ Some Super Battletank action

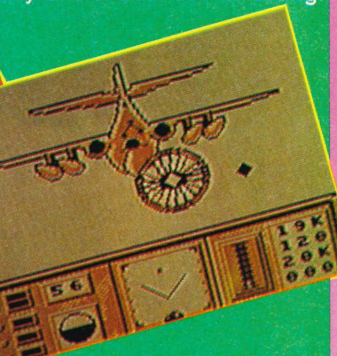


◀ It's Amazing Tennis!



SPACE SHUTTLE
Nintendo





UIDE

PARKER BROS
MONOPOLY
PARKER BROS
KEEPER OF THE GATES
RAZOR SOFT
DEATH DUEL
RAZOR SOFT
JERRY GLANVILLE'S PIGSKIN FOOTBRAWL
RAZOR SOFT
VAMPIRE KILLER
RAZOR SOFT
SLAUGHTER SPORT
RAZOR SOFT
GRAND SLAM TENNIS '93
RENOCATION
ANNET
RENOVATION
CRANADA 2
RENOVATION
STAR ODYSSEY
SAGES
KING SALMON
SAGES
EX MUTANTS
SAGES
GODS
MINDSCAPE
CHESSMASTER
MINDSCAPE
BASEBALL
MINDSCAPE
HOOK
SONY
LEMMINGS
SUNSOFT
BATMAN: REVENGE OF THE JOKER
SUNSOFT
SUPERMAN
SUNSOFT
WHERE'S WALDO
THQ
THOMAS THE TANK ENGINE
THQ
THE FLINTSTONES
TAITO
HIT THE ICE
TAITO
CADASH
TAITO
FATAL FURY
TAKARA
KING OF THE MONSTERS
TAKARA
ANDRE AGASSI TENNIS
TECMAGIK
RBI BASEBALL IV
TENGEN
THE LAST CRUSADE
US GOLD
STRIDER II
US GOLD
TROUBLE SHOOTER
VIC TOKAI
MUHAMMED ALI'S BOXING
VIRGIN
MICK AND MACK'S GLOBAL GLADIATORS
VIRGIN
RAMPART
TENGEN
ROAD RIOT
TENGEN
STEEL TALONS
TENGEN
RACE DRIVIN'
TENGEN
BREACH
TRECO
SORCERER'S KINGDOM
TRECO
WORLD CLASS LEADERBOARD
US GOLD
INDIANA JONES AND

GAME GEAR

ALIEN 3
ARENA
JUNCTION
BIGNET
SUPER SPACE INVADERS
DOMARK
PRINCE OF PERSIA
DOMARK
JAMES BOND 007
DOMARK
GEORGE FOREMAN'S KO BOXING
FLYING EDGE
THE SIMPSONS
FLYING EDGE
SMASH TV
FLYING EDGE
SPIDER MAN
FLYING EDGE
WHEEL OF FORTUNE
GAMETEK
THE HUMANS
GAMETEK
ANDRE AGASSI TENNIS
TECMAGIK
PAPERBOY
TENGEN
MARBLE MADNESS
TENGEN
RAMPART
TENGEN
OLYMPIC GOLD
US GOLD
OUTRUN EUROPA
US GOLD
INDIANA JONES AND THE LAST CRUSADE
US GOLD
STRIDER II
US GOLD
TERMINATOR
VIRGIN
ROBIN HOOD: PRINCE OF THIEVES
VIRGIN
DOUBLE DAGON
VIRGIN

SUPER NES

SUPER BATTLETANK: WAR IN THE GULF
ABSOLUTE
AMAZING TENNIS
ABSOLUTE
KRUSTY'S FUNHOUSE
ACCLAIM
BART'S NIGHTMARE
ACCLAIM
GEORGE FOREMAN KO BOXING
ACCLAIM
SUPER HIGH IMPACT
ACCLAIM
SHANGHAI II
ACTIVISION
MECHWARRIOR
ACTIVISION
MIGHT AND MAGIC II
AMERICAN SAMMY
BATTLE BLAZE
AMERICAN SAMMY
MIGHT AND MAGIC III
AMERICAN SAMMY
SKULJAGGER: REVOLT OF THE WESTICANS
AMERICAN SOFTWORKS
SUPER POWER PUNCH
AMERICAN SOFTWORKS
SUPER BOWLING
AMERICAN TECHNOS
THE COMBATRIBES
AMERICAN TECHNOS
DOMINUS
ASCIIWARE
SPELLCRAFT
ASCIIWARE
XARDION
ASMIK
LENNUS
ASMIK
BLAZE-ON
ATLUS
METAL JACK
ATLUS
TOXIC CRUSADERS
BANDAI
FACEBALL 2000
BULLET-PROOF
HERMETICA
BULLET-PROOF
MAGIC SWORD
CAPCOM
STREET FIGHTER II
CAPCOM
SUPER BUSTER BROTHERS
CAPCOM
MASTER OF MONSTERS
CAPCOM
MICKEY MOUSE
CAPCOM
CAPCOM NFL FOOTBALL
CAPCOM
SUPER BASEBALL SIMULATOR 1.000
CULTURE BRAIN
SUPER NINJA BOY
CULTURE BRAIN
GOLDEN FIGHTER
CULTURE BRAIN
GOLDEN EMPIRE
CULTURE BRAIN
ULTRABOTS: SANCTION EARTH
DATA EAST
CALIFORNIA GAMES II
DTMC
"BEST OF THE BEST" CHAMPIONSHIP KARATE
ELECTRO BRAIN
METAL MASTERS
ELECTRO BRAIN
FIST OF THE NORTH STAR
ELECTRO BRAIN
BULLS VS LAKERS
ELECTRONIC ARTS
NHL HOCKEY
ELECTRONIC ARTS
SEARCH FOR THE ULTRA FORCE
ELECTRONIC ARTS

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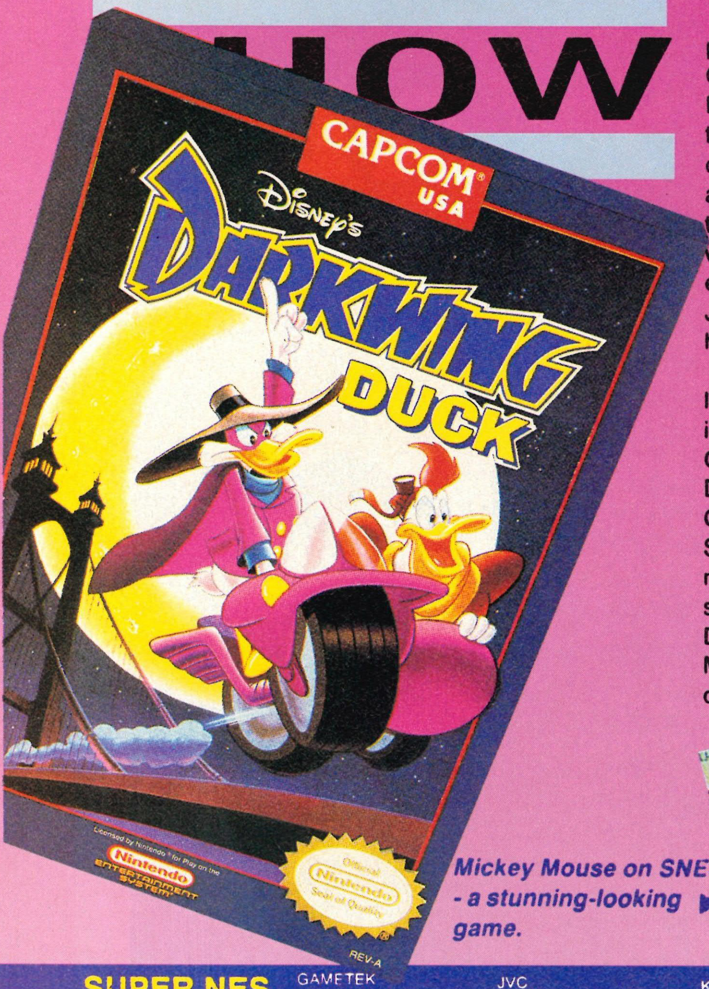
CES HOW

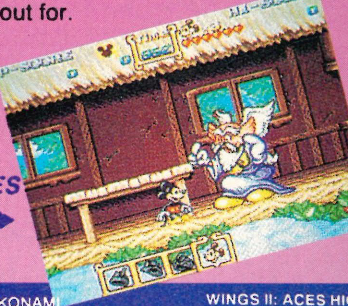

CAPCOM USA
Disney's
DARKWING DUCK
Nintendo ENTERTAINMENT SYSTEM
Official Nintendo Seal of Quality
REV-A

CAPCOM COMETH

Obviously, Capcom's big one - and indeed my personal game-of-the-show by miles - was Streetfighter II. It's brilliant - but you can read all about it after this special news report. Streetfighter II wasn't the only quality product on display - Mickey Mouse's Mystical Quest on the Super Nintendo is fabulous and makes the Megadrive Castle of Illusion look quite poor by comparison!

Another Disney product in the pipeline is Goof Troop, starring Goofy and his chums. Super Buster Brothers, better known in this country as Pang, is a great conversion which improves on the arcade original with a series of tougher screens and new features, while Capcom's MVP Football is everything that Super Nintendo John Madden's Football should have been and more!

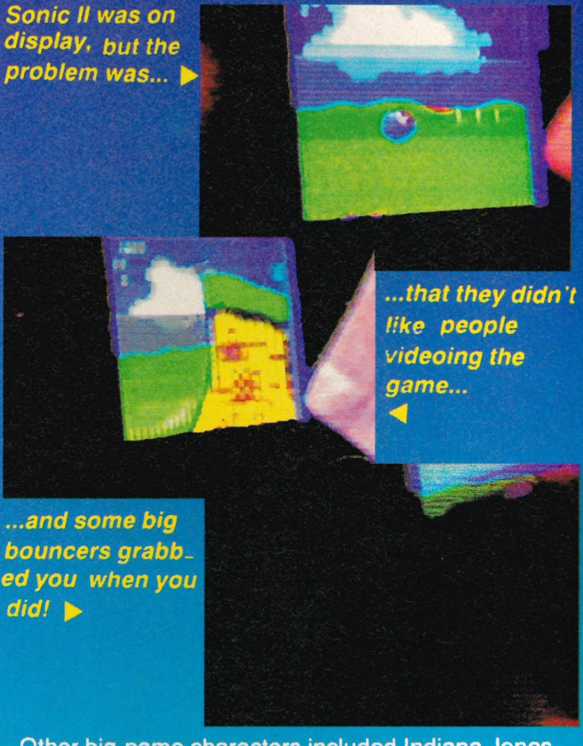
On the Nintendo, Megaman 5 is looking brill, Gold Medal Challenge is crap, Tale Spin is nice, Gargoyle's Quest II is tasty and Darkwing Duck is great. Gameboy? Star Wars and Empire Strikes Back are must-haves (for me, at least), Bionic Commando is skill and Tale Spin, Darkwing Duck, Little Mermaid and Megaman III are all ones to watch out for.



Mickey Mouse on SNES - a stunning-looking game. ▶

SEGA'S SCRUMPTIOUS

Sega's stand was very impressive this year and there were loads of product on display. Top of the lot was obviously Sonic the Hedgehog II. I tried filming it on my camcorder but was bundled away within seconds by an army of bouncers - as you can see from the pictures. Mind you, I was hardly surprised that Sega didn't want shots taken of the game. The demo was very early indeed and you'd be hard pressed to tell the differences between it and the original version - there was none of the promised hangliding, railcart riding or underground burrowing! We'll be bringing you exclusive updates throughout the year - stay tuned.



Sonic II was on display, but the problem was... ▶

...that they didn't like people videoing the game... ◀

...and some big bouncers grabbed you when you did! ▶

Other big-name characters included Indiana Jones, Batman Returns (the game of the film), Batman: Joker's Revenge (a game based around the original comic), Evander Holyfield (and his boxing game), Ariel the Little Mermaid and Mickey Mouse and Donald Duck (in the fab-looking World of Illusion, the sequel to Castle of Illusion). All those are scheduled to

SUPER NES

RAMPART
ELECTRONIC ARTS
SOUL BLAZER
ENIX
ULTIMA: FALSE PROPHET
FCI
SIM EARTH
FCI
CURSE OF THE AZURE BONDS
FCI
WHEEL OF FORTUNE - VANNA WHITE EDITION
GAMETEK
AMERICAN GLADIATORS
GAMETEK
JEOPARDY! FEATURING ALEX TREBEK
GAMETEK
INTRODUCING THE HUMANS
GAMETEK
KAWASAKI CARIBBEAN CHALLENGE
GAMETEK
ARCANA
HAL AMERICA
VEGAS DREAM II
HAL AMERICA
HUNT FOR RED OCTOBER
HI TECH
TOM AND JERRY
HI TECH
SUPER BLACK BASS
HOT-B
BILL LAIMBEER'S COMBAT BASKETBALL
HUDSON SOFT
SUPER SHADOW OF THE BEAST
IGS
OUT OF THIS WORLD
INTERPLAY
CLAYMATES
INTERPLAY
VIKINGS
INTERPLAY
GUNFORCE
IREM
DINOSAURS
IREM
IREM SKINS GAME
IREM
DUNGEON MASTER
JVC
DANGEROUS DIMENSIONS
JVC
SUPER STAR WARS
JVC
RIVAL TURF
JALECO
GOAL!
JALECO
SUPER BASES LOADED II
JALECO
UTOPIA
JALECO
PHALANX
KEMCO
DESTRUCTION
KEMCO
SUPER SHOOTER
KEMCO
TOP GEAR II
KEMCO
ROMANCE OF THREE KINGDOMS
KOEI
GEMFIRE
KOEI
NINJA
KOEI
NFL FOOTBALL
KONAMI
BATMAN
KONAMI
BUCKY O'HARE
KONAMI
POGER CLEMENS' MVP BASEBALL
LJN
SPIDER-MAN/X-MEN: ARCADE'S REVENGE
LJN
NBA SUPER ALL-STAR CHALLENGE
LJN
TERMINATOR II
LJN
NOAH'S ARK II
MATCHBOX
SUPER STRIKE EAGLE
MICROPROSE
WING COMMANDER
MINDSCAPE
TERMINATOR
MINDSCAPE
GODS
MINDSCAPE
STRIKE GUNNER STG
NTVIC
Q*BERT III
NTVIC
WINGS II: ACES HIGH
NAMCO
SUPER BATTER UP
NAMCO
JOJEE'S ODYSSEY
NAMCO
SPANKY'S QUEST
NATSUME
ROBOCOP III
OCEAN
RADIO FLYER
OCEAN
PUSH OVER
OCEAN
LETHAL WEAPON III
OCEAN
COOL WORLD
OCEAN
ADDAMS FAMILY: ANIMATION
OCEAN
MONOPOLY
PARKER BROTHERS
CLUE
PARKER BROTHERS
NOLAN RYAN'S BASEBALL
ROMSTAR
LAGOON
SEIKA
MUSHA
SETA USA
TKO - SUPER CHAMPIONSHIP BOXING
SOFEL
EXTRA INNINGS
SONY
SMART BALL
SONY
HOOK
SONY
EQUINOX
SONY
CHUCK ROCK
SONY
DRACULA
SONY
WORDTRIS
SPECTRUM HOLOBYTE
FINAL FANTASY II
SQUARE SOFT
FINAL FANTASY JUNIOR
SQUARE SOFT
BATMAN: RETURN OF THE JOKER
SUNSOFT
SUPERMAN
SUNSOFT
DEATH VALLEY RALLY
SUNSOFT
JAMES BOND JUNIOR
THQ
RACE DRIVIN'
THQ
SWAMP THING
THQ
ROBOSAURUS
THQ
SUPER SOCCER CHAMP
TAITO
HIT THE ICE
TAITO
ON THE BALL
TAITO
SUPER SONIC BLASTMAN
TAITO
KING OF THE MONSTERS
TAKARA
CYBERSPIN
TAKARA
BLUES BROTHERS
TITUS
BRAINIES
TITUS
SPACE MEGAFORCE
TOHO
SUPER DOUBLE DRAGON
TRADEWEST
SUPER BATTLETOADS
TRADEWEST
PRO QUARTERBACK
TRADEWEST
SPACE FOOTBALL (ONE ON ONE)
TRIFFIX
DREAM TV
TRIFFIX
IMPERIUM
VIC TOKAI
SUPER SLAM DUNK
VIRIGN GAMES
SUPER SLAP SHOT
VIRGIN GAMES
FABLES AND FRIENDS
VIRGIN GAMES

NINTENDO

SPACE SHUTTLE PROJECT
ABSOLUTE
RACE AMERICA
ABSOLUTE
BATTLETANK
ABSOLUTE
FERRARI GRAND PRIX
ACCLAIM

CES SHOW

appear on Megadrive, and all but Batman: Joker's Revenge and World of Illusion are to appear on Game Gear.

Original Sega product included Greendog the Surfer Dude (a very weird, but very neat platform game), Streets of Rage II (similar, but with much beefier, Final Fight-esque sprites), Chakan the Forever Man and B-Bomb.

Sega were also showing off their new Menacer light gun - a direct competitor to Nintendo's Super Scope. It's very neat, as you can see from the picture, and will be released in October with the Terminator II: Arcade Game conversion. We'll bring you a full report later on in the year.

If you were looking for Master System product, the CES Show was completely lacking anything remotely resembling a Sega 8-bit dedicated machine. The problem is that in the US, the Master System has been pensioned off and since all new games are now being programmed in Europe and Japan, there wasn't much call to show it off. That's not to say that there's going to be a Master System software drought - there's still plenty coming out for the machine in this country - but as far as the US is concerned, the Master System is dead.

Game Gear is alive and kicking, though, and along with the games listed above, we'll be seeing Taz-Mania, Chakan: The Forever Man, Ayrton Senna's Super Monaco GP II (let's hope it's better than the scabby Master System version), Dave Robinson's Supreme Court Basketball, Home Alone , Sonic II, Shinobi II, Tale Spin, Wimbledon Tennis, Defenders of Oasis, Chessmaster and Aerial Assault. Wheeeeeee.

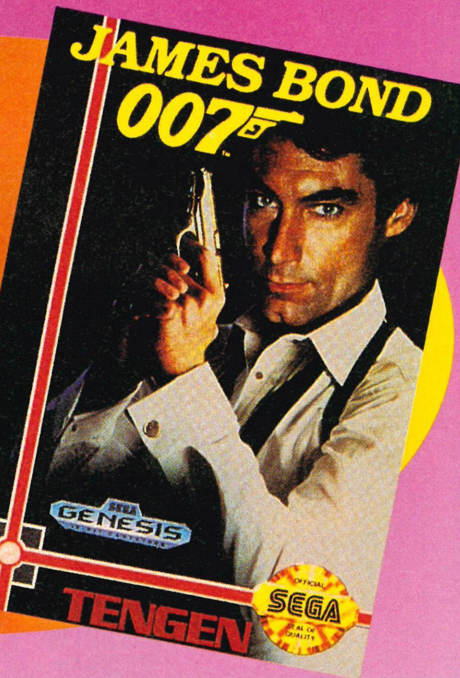
TENGEN'S LOT

One of my fave arcade games of this year is Steel Talons the helicopter simulator, and I sped over to the Tengen stand to have an ogle. Sadly I was disappointed - it's very, very slow indeed. Hopefully they'll speed it up before release. If they don't... prepare for it to be shot down.

Road Riot 4WD looks quite nifty. It's not the greatest arcade game in the world, but on the Megadrive the early demo I saw was fun. Ramparts is great - exactly the same as the coin-op - and RBI Baseball IV is quite jolly for a baseball game.

Tengen were also showing MiG 29 and James Bond 007, which will be launched in this country under the auspices of Domark. The 007 demo was very early and impressions were poor - lots more work needed there methinks. I didn't get to see MiG 29. Doh!

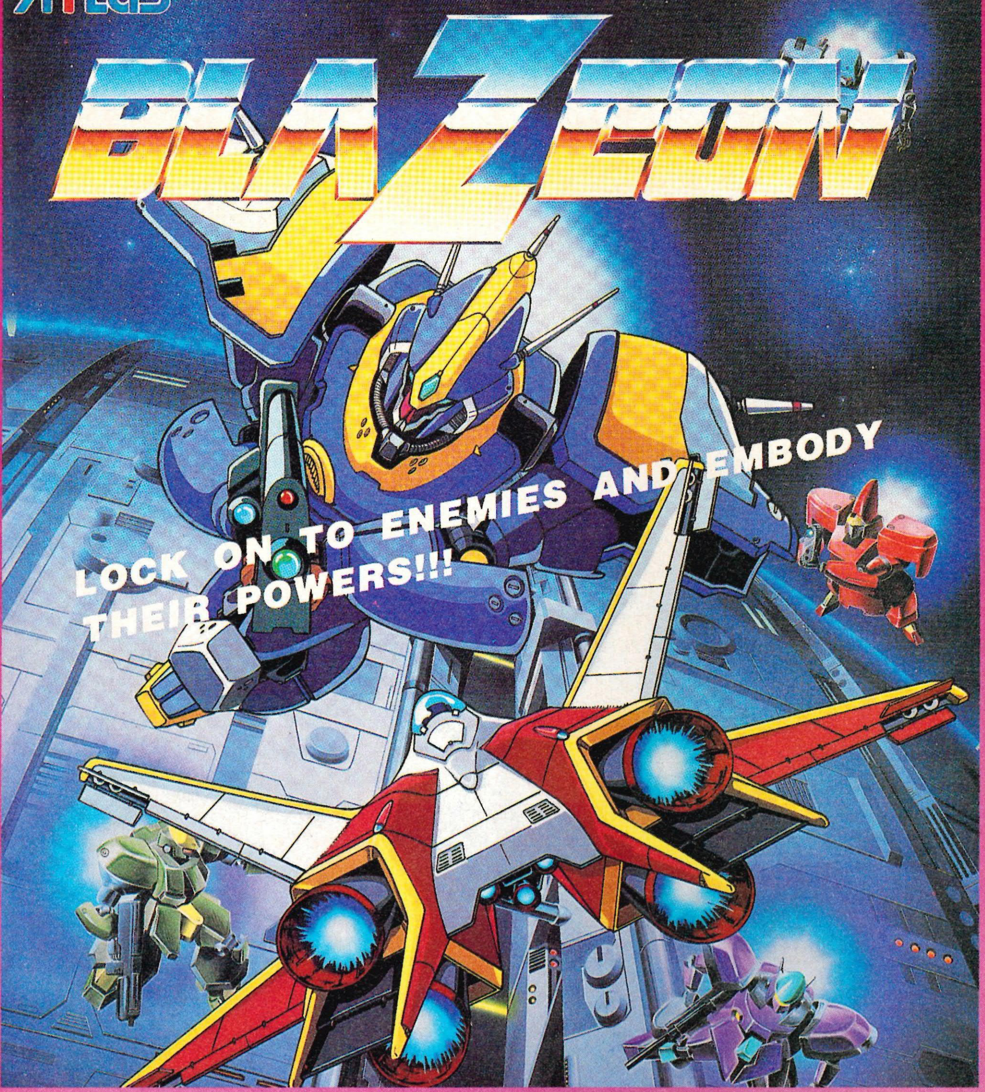
MiG-29
FULCRUM
SEGA GENESIS
OFFICIAL SEGA SEAL OF QUALITY
TENGEN



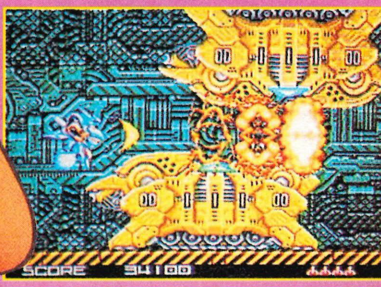
KRUSTY'S FUNHOUSE	ACCLAIM
GEORGE FOREMAN'S KO BOXING	ACCLAIM
SIMPSONS III	ACCLAIM
DIE HARD	ACTIVISION
SWORD MASTER	ACTIVISION
VICE: PROJECT DOOM	AMERICAN SAMMY
MIGHT AND MAGIC	AMERICAN SAMMY
POWER PUNCH II	AMERICAN SOFTWORKS
MUTANT VIRUS	AMERICAN SOFTWORKS
GAMES 'N THE HOOD	AMERICAN TECHNOS
WIZARDRY II: KNIGHT OF DIAMONDS	ASCIIWARE
WURM: JOURNEY TO THE CENTRE OF THE EARTH	ASMIK
JACK AND THE BEANSTALK	ASMIK
GOLF GRAND SLAM	ATLUS
WACKY RACES	ATLUS
WIDGET	ATLUS
TOXIC CRUSADERS	BANDAI
ROCKETEER	BANDAI
LEGENDS OF THE DIAMOND	BANDAI
ULTIMATE JOURNEY	BANDAI
HERMETICA	BULLET-PROOF
THE LITTLE MERMAID	CAPCOM
ADVENTURES IN THE MAGIC KINGDOM	CAPCOM
MEGA MAN III	CAPCOM
TALESPIN	CAPCOM
SNOW BROTHERS	CAPCOM
MEGA MAN IV	CAPCOM
GI JOE: THE ATLANTIS FACTOR	CAPCOM
DARKWING DUCK	CAPCOM
CAPCOM'S GOLD MEDAL CHALLENGE	CAPCOM
GAYGOYLE'S QUEST	CAPCOM
MEGA MAN V	CAPCOM
BASEBALL SIMULATOR 1.000	CULTURE BRAIN
FLYING WARRIORS	CULTURE BRAIN
FLYING WARRIORS	CULTURE BRAIN
LITTLE NINJA BROTHERS	CULTURE BRAIN
FIGHTING SIMULATOR: WORLD CHAMP	CULTURE BRAIN
CAPTAIN AMERICA AND THE AVENGERS	DATA EAST
JOE AND MAC	DATA EAST
MOON CRYSTAL	DTMC
STANLEY: THE SEARCH FOR DR LIVINGSTONE	ELECTRO BRAIN
ELIMINATOR BOAT DUEL	ELECTRO BRAIN
GHOUL SCHOOL	ELECTRO BRAIN
DRAGON WARRIOR II	ENIX
DRAGON WARRIOR III	ENIX
DRAGON WARRIOR IV	ENIX
BARD'S TALE	FCI
HEROES OF THE LANCE	FCI
POOL OF RADIANCE	FCI
ULTIMA: QUEST OF THE AVATAR	FCI
LUNAR POOL	FCI
ZANAC	FCI
DRAGONSTRIKE	FCI
HILLSFAR	FCI
ULTIMA: WARRIORS OF DESTINY	FCI
BREAK TIME	FCI
AMERICAN GLADIATORS	GAMETEK
WHEEL OF FORTUNE	GAMETEK
FAMILY FEUD	GAMETEK
WHEEL OF FORTUNE: VANNA WHITE EDITION	GAMETEK
SUPER JEOPARDY!	GAMETEK
FISHER-PRICE FIREHOUSE RESCUE	GAMETEK
HARLEM GLOBE TROTTERS	GAMETEK
FISHER-PRICE SCHOOL BUS DRIVER	GAMETEK
DAY DREAMIN' DAVEY	HAL AMERICA
LOLO III	HAL AMERICA
VEGAS DREAM	HAL AMERICA
BARBIE	HI TECH
TOM AND JERRY	HI TECH
CHESSMASTER	HI TECH
SESAME STREET COUNTDOWN	HI TECH
SESAME STREET ABC AND 123	HI TECH
SESAME STREET BIG BIRD HIDE AND SPEAK	HI TECH
ROLLERBLADES	HI TECH
MICKEY IN LETTERLAND	HI TECH
THE BLUE MARLIN	HOT-B
ADVENTURE ISLAND	HUDSON SOFT
ADVENTURE ISLAND II	HUDSON SOFT
FELIX THE CAT	HUDSON SOFT
ADVENTURE ISLAND III	HUDSON SOFT
METAL STORM	IREM
THE EMPIRE STRIKES BACK	JVC
RETURN OF THE JEDI	JVC
DEFENDERS OF DYNATRON CITY	JVC
CYBERBALL	JALECO
RAMPART	JALECO
SHATTERHAND	JALECO
BASES LOADED IV	JALECO
YOUNG INDIANA JONES	JALECO
GHOST LION	KEMCO
LOST IN LAS VEGAS	KEMCO
SWITCHBLADE	KEMCO
TOP GEAR	KEMCO
GEMFIRE	KOEI
UNCHARTERED WATERS	KOEI
L'EMPEREUR	KOEI
ROMANCE OF THE THREE KINGDOMS	KOEI
ROMANCE OF THE THREE KINGDOMS II	KOEI
GENGHIS KHAN	KOEI
NOBUNAGA'S AMBITION	KOEI
NOBUNAGA'S AMBITION II	KOEI
R'S BANDIT KINGS OF ANCIENT CHINA	KOEI
TURTLES III MANHATTEN PROJECT	KONAMI
NASCAR CHALLENGE	KONAMI
LASER INVASION	KONAMI

NEWS SPECIAL

CES SHOW


ATLUS
BLAZEON
LOCK ON TO ENEMIES AND EMBODY THEIR POWERS!!!

ATLUS QUARTET



▲ *Blazeon - a decent shooter.*

I always thought that Wacky Races was going to be a race game. After all, the cartoon series was 100% racing action and there's some amazing potential for hilarious racing action with all those loony cars. Sadly 'tis not to be, and instead Atlus have turned it into a platform game. Fiddlesticks and double doh! I mean, it's not as though there's a shortage of platform games on Nintendo! A brill licence crapped down the pan and no mistake!

Also on Nintendo there's Widget (a platform game starring a cute metamorphosing pink character) and Golf Grandslam, a blimmin' good golf game.

Finally, on the Super NES Atlus have Blazeon, a fairly average horizontally scrolling shoot 'em up which features a heavily armed robot.

NINTENDO

WHERE IN TIME IS CARMEN SANDIEGO?
KONAMI

MONSTER IN MY POCKET
KONAMI

BUCKY O'HARE
KONAMI

KINGS QUEST V
KONAMI

KINGS QUEST V
KONAMI

CONTRA FORCE
KONAMI

CARTOON WORKSHOP
KONAMI

GRAND PRIX
KONAMI

BATMAN
KONAMI

TINY TOONS ADVENTURES II
KONAMI

BACK TO THE FUTURE II III
LJN

THE PUNISHER
LJN

BEETLEJUICE
LJN

WOLVERINE: X-MEN

MEGA BATTLE
LJN

TOWN AND COUNTRY II: THRILLA'S SURFARI
LJN

WWF WRESTLEMANIA: STEEL CAGE CHALLENGE
LJN

CRASH DUMMIES
LJN

SPIDER-MAN
LJN

ALIEN III
LJN

MATCHBOX RACERS
MATCHBOX

MOTOR CITY PATROL
MATCHBOX

PYRAMIDS OF RA II
MATCHBOX

NOAH'S ARK
MATCHBOX

F-15 STRIKE EAGLE
MICROPROSE

F-117A STEALTH FIGHTER
MICROPROSE

PAPERBOY II
MINDSCAPE

FLIGHT OF THE INTRUDER
MINDSCAPE

ROUNDBALL: 2 ON 2 CHALLENGE
MINDSCAPE

THE TERMINATOR
MINDSCAPE

ROCK 'N' BALL
NTVIC

SCAT
NATSUME

ROBOCOP III
OCEAN

UNTOUCHABLES
OCEAN

ADDAMS FAMILY
OCEAN

DARKMAN
OCEAN

LETHAL WEAPON III
OCEAN

COOL WORLD
OCEAN

ADDAMS FAMILY: ANIMATION
OCEAN

MONOPOLY
PARKER BROTHERS

BASEBALL STARS II
ROMSTAR

MAGIC DARTS
ROMSTAR

CHAMPIONSHIP BOWLING
ROMSTAR

F-1 HERO
SEIKA

FORMULA ONE: BUILT TO WIN
SETA

ADVENTURES OF TOM SAWYER
SETA

CASTLE OF DRAGON
SETA

WIZARD OF OZ
SETA

CASINO KID II
SOFEL

DRAGON FIGHTER
SOFEL

HAPPILY EVER AFTER
SOFEL

HOOK
SONY

HUDSON HAWK
SONY

DRACULA
SONY

LEMMINGS
SUNSOFT

SUPER SPY HUNTER
SUNSOFT

WAYNE GRETZKY HOCKEY
THQ

ATTACK OF THE KILLER TOMATOES
THQ

WHERE'S WALDO
THQ

HOME ALONE
THQ

VIDEOMATION
THQ

PETER PAN
THQ

WALDO II
THQ

SWAMP THING
THQ

THE FLASH
THQ

HOME ALONE II
THQ

ROCKY AND BULLWINKLE
THQ

THE FLINTSTONES
TAITO

KICK MASTER
TAITO

THE JETSONS
TAITO

HIT THE ICE
TAITO

PANIC RESTAURANT
TAITO

LITTLE SAMPSON
TAITO

POWER BLADE II
TAITO

TECMO SUPER BOWL
TECMO

TECMO BOWL
TECMO

NINJA GAIDEN II
TECMO

NINJA GAIDEN III

TECMO

TOWER OF RADIA
TECMO

TECMO CUP
TECMO

THE BLUES BROTHERS
TITUS

BRAINIES
TITUS

GODZILLA II
TOHO

HIGH SPEED
TRADEWEST

INDY HEAT
TRADEWEST

STRA TREK
ULTRA

CYBER STADIUM SERIES
ULTRA

NIGHTSHADE
ULTRA

CONFLICT
VIC TOKAI

SHOGUN MAEDA
VIC TOKAI

SILVER SURFER
VIRGIN GAMES

SPOT
VIRGIN GAMES

ROBIN HOOD
VIRGIN GAMES

MC KIDS
VIRGIN GAMES

GOLF POWER
VIRGIN GAMES

CAESAR'S PALACE
VIRGIN GAMES

OVERLORD
VIRGIN GAMES

PRINCE OF PERSIA
VIRGIN GAMES

COLOUR A DINOSAUR
VIRGIN GAMES

GAMEBOY

TURN AND BURN
ABSOLUTE

SUPER BATTLETANK
ABSOLUTE

CROSSWORD CHALLENGE
ABSOLUTE

THE PUNISHER: ULTIMATE PAYBACK
ACCLAIM

DOUBLE DRAGON III
ACCLAIM

FERRARI GRAND PRIX
ACCLAIM

GEORGE FOREMAN'S KO BOXING
ACCLAIM

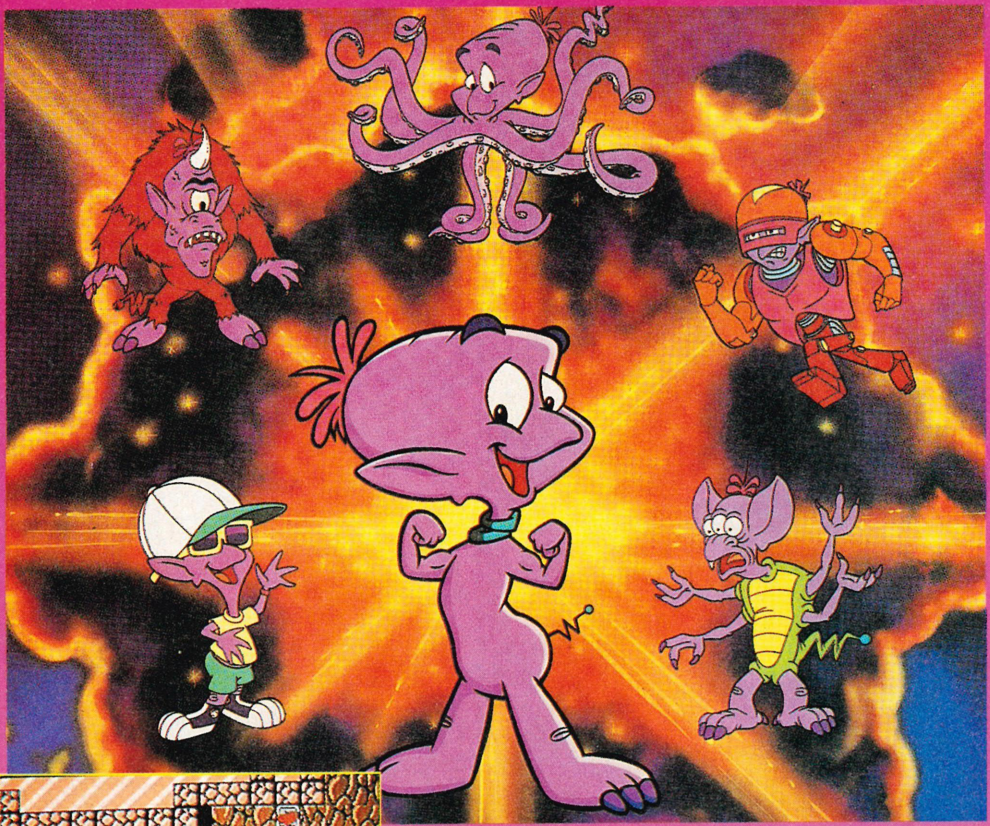
SIMPSONS II
ACCLAIM

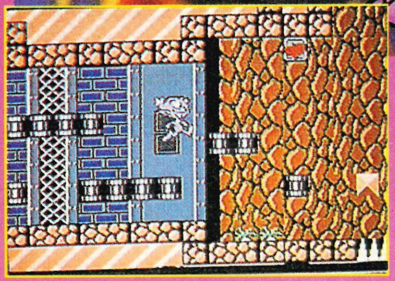
MISSILE COMMAND
ACCOLADE

ASTEROIDS
ACCOLADE

CENTIPEDE
ACCOLADE

CES SHOW





▲ *Widget - good fun.*

▲ *Wacky Races - wasted.*

▼ *Faceball on Gameboy is a great 4-player game. It's also on SNES as a two-player!*

ARE THEY BULLETPROOF?

Faceball is Bulletproof's big game. It's a first person perspective maze game in which up to four players (on Gameboy with a four-player link) rush around doing one another in. It's simple, but incredibly good fun. The game is also coming out on Super Nintendo (complete with two-player action) - watch out it!

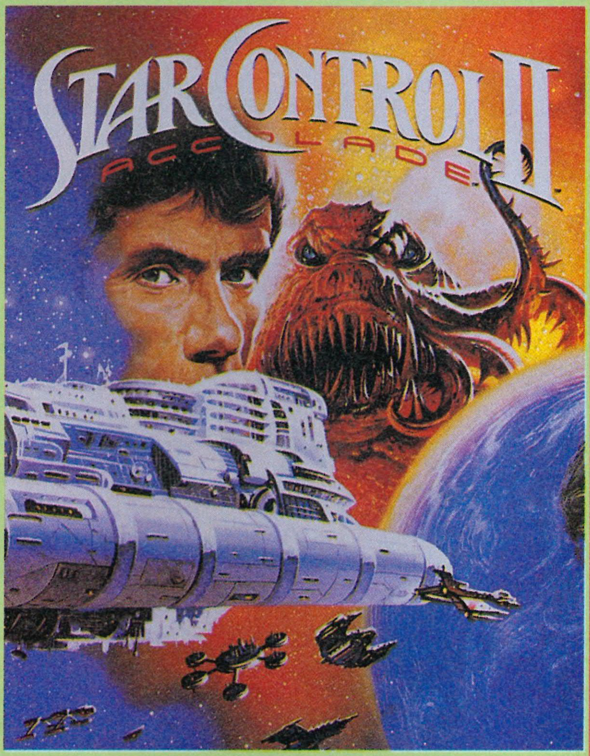
Hatris was also shown off on Nintendo and Gameboy. It's a sort of Tetris with hats and is fun at first, but gets boring after a while

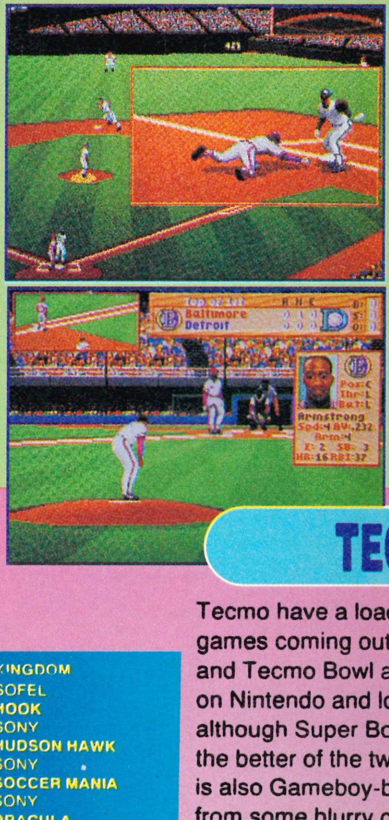
UNIVERSAL SOLDIER
ACCOLADE
MALIBU BEACH VOLLEY
ACTIVISION
HEAVYWEIGHT CHAMPIONSHIP BOXING
ACTIVISION
TRAILBLAZERS
ACTIVISION
NINJA TARO
AMERICAN SAMMY
ROLAN'S CURSE
AMERICAN SAMMY
MYSTERIUM
ASMIK
A-MAZING TATER
ATLUS
TOXIC CRUSADERS
BANDAI
EXTRA BASES
BANDAI
FACEBALL 2000
BULLET-PROOF
HATIRS
BULLET-PROOF
MEGAMAN II
CAPCOM
MICKEY'S DANGEROUS CHASE
CAPCOM
BIONIC COMMANDO
CAPCOM
THE LITTLE MERMAID
CAPCOM
TALESPIN
CAPCOM
FIGHTING SIMULATOR: 2 IN 1
CULTURE BRAIN
NINJA BOY
CULTURE BRAIN
NINJA BOY II
CULTURE BRAIN
NAIL 'N' SCALE
DATA EAST
TUMPLE POP
DATA EAST
SQUARE DEAL
DTMC
LAZLOS' LEAP
DTMC
HIGH STAKES
ELECTRO BRAIN
BRAIN BENDER
ELECTRO BRAIN
MOUSETRAP HOTEL
ELECTRO BRAIN
METAL MASTERS
ELECTRO BRAIN
"BEST OF THE BEST" CHAMPIONSHIP KARATE
ELECTRO BRAIN
VS BATTLER
ELECTRO BRAIN
JORDAN VS BIRD: ONE ON ONE
ELECTRONIC ARTS
ULTIMA: RUNES OF VIRTUE
FCI
BOXXLE II
FCI
OUT OF GAS
FCI
PROPECY - VIKING CHILD
GAMETEK
WHEEL OF FORTUNE
GAMETEK
JEOPARDY!
GAMETEK
INTRODUCING THE HUMANS
GAMETEK
DAEMONSGATE - DOROVAN'S KEY
GAMTEK
REVENGE OF THE GATOR
HAL
TRAX
HAL
SHANGHAI
HAL
HAL WRESTLING
HAL
TOM AND JERRY
HI TECH
BARBIE
HI TECH
BLACK BASS LURE FISHING
HOT-B
ADVENTURE ISLAND
HUDSON SOFT
ATOMIC PUNK
HUDSON SOFT
TRACK MEET
INTERPLAY
FOUR IN ONE FUN PACK
INTERPLAY
HAMMERIN' HARRY
IREM
CHOPLIFTER II
JVC
BASES LOADED FOR THE GAMEBOY
JALFCO
FORTIFIED ZONE
JALECO
Q*BERT
JALECO
WORD ZAP
JALFCO
RAMPART
JALECO
DR FRANKEN
KEMCO
SPY VS SPY: OPERATION BOOBY TRAP
KEMCO
SWORD OF HOPE II
KEMCO
TOP GUN: GUTS AND GLORY
KONAMI

CES SHOW

ACCOLADE FIGHT 'N' SHOW

There was no Megadrive stuff on display on Accolade's stand because they are currently in the middle of a big legal battle with Sega, who've successfully stopped Accolade from being able to distribute Megadrive games because of cartridge copyright infringements. Accolade are currently fighting back. If they do manage to overturn the American ruling, you'll see Busby in: Claws Encounters of the Furred Kind (you play an alien-bashing Bobcat), Hardball III (basezzzzz-ball), Universal Soldier (based on the forthcoming action movie), Star Control II: The Urquan Masters (we can't wait for that one) and Summer Challenge (a sports game featuring kayaking, archery, pole vault, high jump, equestrian, 400-metre hurdles, cycling and javelin). Let's hope both companies see sense and get those titles released.





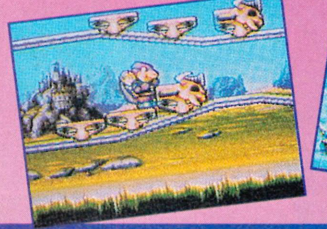
◀ *Highly realistic graphics makes Hardball III one to watch out for - as these two pics illustrate!*

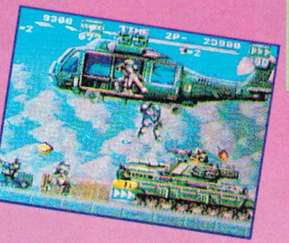
On the Nintendo front, everything is hunky-dory. Super NES has Test Drive II, just as dire as its Megadrive counterpart, but also WarpSpeed and Universal Soldier which both look promising. On Gameboy there's Asteroids, Centipede and Missile Command ready to send arcade goers of old into orgasmic fits of nostalgic ecstasy, and Universal Soldier and StarHawk both announced for future release.

IREM'S BITS

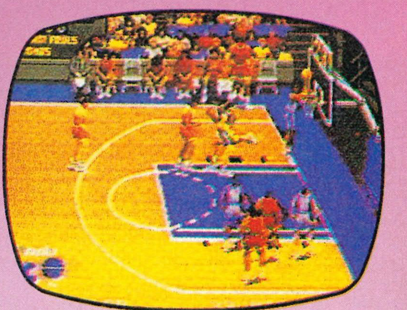
The big-name coin-op conversion on Irem's stand was Gunforce, a translation of their excellent horizontally scrolling simultaneous two-player shooter. It looks and plays really well, but suffers really badly in the slowdown department. Bah! Their golf game, The Irem Skins Game as it's curiously called, is pretty decent and plays a good arcadey game of golf. Dinosaurs was the third and final Super NES game on display, and it looks great. Licensed from the forthcoming Dinosaurs movie, it casts you as the rider of a dead cute dino who must negotiate a hazard-packed platform environment.

Hammerin' Harry was the only Gameboy game shown off, and it's looking great, packing just as much fun as the original coin-op.





TECMO GO SPORT MAD



Tecmo have a load of new sports games coming out. Super Bowl and Tecmo Bowl are both released on Nintendo and look great, although Super Bowl is definitely the better of the two. Tecmo Bowl is also Gameboy-bound and apart from some blurry graphics looks like it should be good.

No prizes guessing what Tecmo NBA Basketball is about. Featuring all the NBA teams and Nintendo

GAMEBOY

NINJA GAIDEN SHADOW	TAITO
THE BLUES BROTHERS	TITUS
TITUS THE FOX	TITUS
JACK NICKLAUS GOLF	TRADEWEST
SNEAKY SNAKES	TRADEWEST
SUPER OFF-ROAD	TRADEWEST
STAR WARS	TRADEWEST
EMPIRE STRIKES BACK	TRADEWEST
JIMMY CONNORS - PRO TENNIS TOUR	TRADEWEST
LEGEND OF ZOD	VIC TOKAI
JEEP JAMBOREE	VIRGIN GAMES
MC KIDS	VIRGIN GAMES
ROBIN HOOD	VIRGIN GAMES
ZEN	KONAMI
TRACK AND FIELD	KONAMI
TINY TOONS II	KONAMI
ROGER CLEMENS' MVP BASEBALL	LJN
WWF SUPERSTARS II	LJN
SPIDER-MAN II	LJN
CRASH DUMMIES	LJN
ALIEN III	LJN
PYRAMIDS OF RA	MATCHBOX
SUPER SCRABBLE	MILTON BRADLEY
PAPERBOY II	MINDSCAPE
MINER 2049ER	MINDSCAPE
SPEEDBALL II	MINDSCAPE
XENON II	MINDSCAPE
FASTEST LAP	NTVIC
POWER MISSION	NTVIC
DIG DUG	NAMCO
GREAT GREED	NAMCO
TAIL 'GATOR	NATSUME
SPANKY'S QUEST	NATSUME
SUPER HUNCHBACK	OCEAN
ADDAMS FAMILY	OCEAN
DARKMAN	OCEAN
LETHAL WEAPON III	OCEAN
COOL WORLD	OCEAN
BOGGLE PLUS	PARKER BROTHERS
MONOPOLY	PARKER BROTHERS
F-1 HERO	SEIKA
BATTLE BULL	SETA
Q BILLION	SETA
BATTLE OF THE KINGDOM	SOFEL
HOOK	SONY
HUDSON HAWK	SONY
SOCCER MANIA	SONY
DRACULA	SONY
WORDTRIS	SPECTRUM HOLOBYE
FINAL FANTASY LEGEND III	SQUARE SOFT
BATMAN RETURN OF THE JOKER	SUNSOFT
BLAST MASTER BOY	SUNSOFT
THE FLASH	THQ
PIT FIGHTER	THQ
SWAMP THING	THQ
TOCKY AND BULLWINKLE	THQ
HOME ALONE II	THQ
ADVENTURES OF "STAR SAVER"	TAITO
THE FLINTSTONES	TAITO
KNIGHT QUEST	TAITO
BEACH VOLLEY 1992	
GB CUP	TAITO
HIT THE ICE	TAITO
TECMO BOWL	TECMO

ENVIRONMENTAL VIDEO GAMES

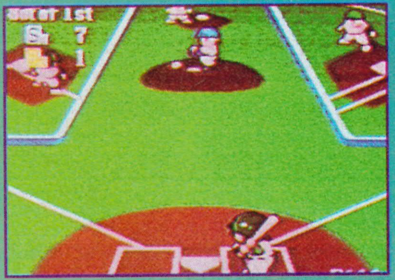
Magicom software have created a new environmental video game for all major home entertainment systems. Their game, the Environmental Detective, is a platform run-about with the eponymous detective solving various green-related puzzles.

CES SHOW

SONY SURPRISES

Sony Imagesoft had a large line-up of Nintendo product that looked pretty smart. The jewel in the crown was the Super NES version of Steven Spielberg's Hook movie. This is vaguely similar in concept to the 8-bit Nintendo version, but has far superior graphics and sound and the game is a lot more playable too. Hook was also being displayed on the Gameboy too, this version looking remarkably like the Nintendo game.

Other games in the Sony line-up included Extra Innings on the Super NES (a baseball game that looks like a million others) and the okay-looking Soccer Mania on the Gameboy. SmartBall on the Super NES looked quite interesting. It casts you as the eponymous SmartBall, out to rescue Princess Wendy by traversing various Mario-esque platform levels. Hudson Hawk on the NES and Gameboy was also being heavily pushed by the Sony people - check out the Previews section for a lengthier lowdown on the game.



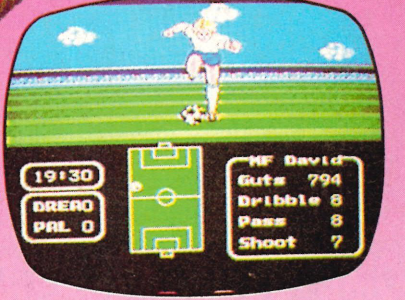
▲ *More baseball - Extra Innings.*

SONY
IMAGESOFT
HUDSON HAWK
SONY
IMAGESOFT
SMARTBALL
SUPER NINTENDO
ENTERTAINMENT SYSTEM
Nintendo
SONY
GAME BOY
SOCCER MANIA

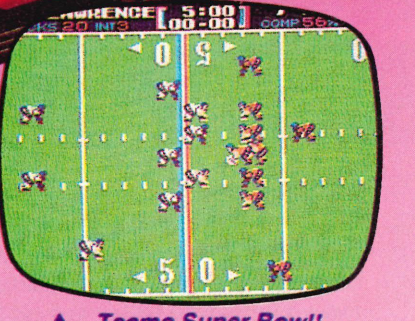
▼ *Smartball - the US Jerry Bo*

basketball game yet. The players this looks like the best game is also coming out on Super NES - Tecmo Super NBA Basketball as it's called - and it features similar gameplay, but miles better graphics and sound.

Finally there's Tecmo Cup Soccer, a festeringly rotten soccer game in which you guide a young lad to the world cup via a series of snoozeworthy RPG like sequences. Personally I'd like to see a copy of this dire game stuffed up the backside of whoever invented it. It's awful.



▲ *The crappiest game of the show!*

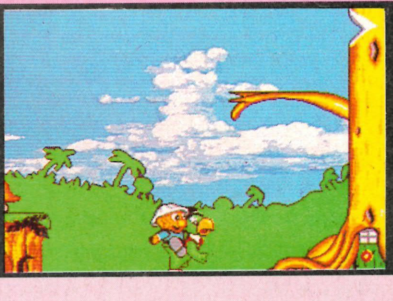


▲ *Tecmo Super Bowl!*

Magicom software have created a new environmental video game for all major home entertainment systems. Their game, the Environmental Detective, is a platform run-about with the eponymous detective solving various green-related puzzles.

The player controls the "Ozone Kid", a streetwise environmental do-gooder, who picks up trash in his home town, Recycle City and always takes his refuse to the recycling centre. His other numerous antics include stopping spray boxes from making holes in the ozone layer and preventing the rainforests from getting cut down by evil crocodiles (?).

The general idea of the game is to inform children of environmental problems and make them seem like a problem to be solved rather than a deadly threat. Whether the programmers, have succeeded in this will be revealed in a future issue of MEAN MACHINES.

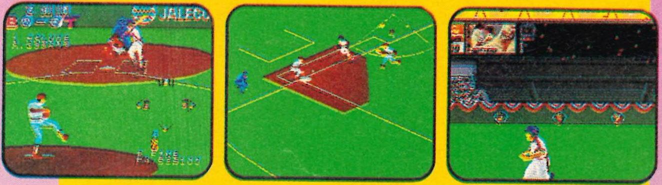


CES SHOW

JALECO JOLLY JAPES

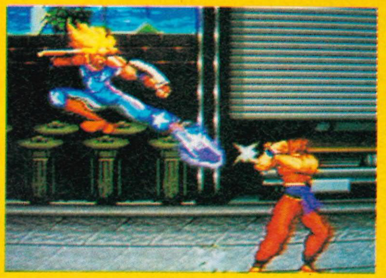
Jaleco have plenty up 'n' coming! Super Bases Loaded is yet another Super Nintendo baseball game which is good, but not the greatest. Bases Loaded 3 was shown on Nintendo and Bases Loaded for Gameboy was shown on... well... you've guessed it... on Nintendo's hand-held machine, the name of which has temporarily slipped my mind.

JALECO
Nintendo
RYNE SANDBERG PLAYS
Super Bases Loaded
SUPER NINTENDO



The festering Nintendo game Goal! appeared in Super Nintendo form, and fortunately it's much better than the 8-bit version. As indeed is Goal! Two on Nintendo. But then again it would be impossible to make it any worse unless you put a rancid turd in the cartridge case.

Rival Turf on Super NES (known in Japan as Rushing Beat) was rather poor, adding a two-player mode to the Final Fight format, but unfortunately forgetting to make the gameplay any good. Earth Defence Force was a good-looking but highly unchallenging horizontally scrolling blaster. Finally on Super NES was Utopia, a brill Populous beater that's being converted from an Amiga game launched by Gremlin earlier this year.



CULTURE BRAIN LINE-UP

Four Super NES titles were being promoted by Culture Brain at the show. Among them were Baseball Simulator 1.000 (about the tenth Baseball game at the show that looks just like all the others) and Ninja Boy - a sort of exploration game with platform and beat 'em up sections.

◀ *Golden Fighter - definitely one to look out for.*

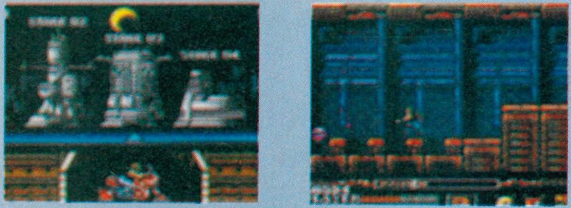
IT'S Q*BERT!

I doubt whether many MEAN MACHINES remember the Q*bert arcade machine. He was quite a hit in the very early 80's, starring in a game in which you guided him around a forced perspective 3D environment changing the floor to the correct colour. Now he's back on Super NES courtesy of NTVIC in a right wild 'n' wacky game. The original concept has been taken and improved upon to make it a really enjoyable and refreshing challenge.

NINTENDO'S NICETIES

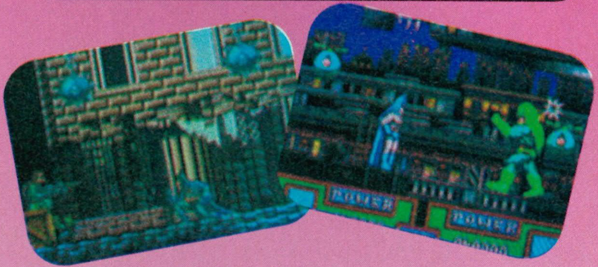
As you would expect, it was all go on Nintendo's stand. Taking pride of place was Mario Paint, an art package which comes complete with a mouse. It's very good as art packages go, but as we said when we reviewed Art Alive on the Megadrive, console art packages are a bit pointless - you can't really do anything with your pictures unless you have a disk to save them to!

Much more fun was Super Mario Kart, a split screen racing game in which players race against all manner of Super Mario stars, including Luigi, Yoshi, Mushroom and Bowser and his evil chums. The game uses mode seven to great effect, and the game plays superbly.



▲ *Power Blade 2 - excellent 8-bit stuff.*

SUNSOFT BATMEN

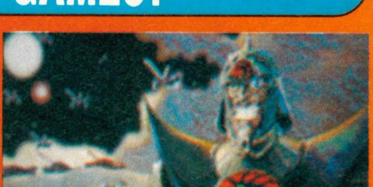


Sunsoft were displaying every version of Batman they could lay their hands on! Three different games were on show - Super NES, Megadrive and Gameboy. Each version looks very good indeed, especially the 8-meg Super NES and Megadrive games. Just like the original Nintendo game, these versions are scrolling platform efforts with extra-special graphics, sound and playability. Watch out for more details in MEAN MACHINES soon.

SOME GOOD MEGA-CD GAMES?

Sierra used the CES Show to announce their forthcoming range of Mega-CD games. They plan to release versions of their popular PC adventures, but with extra knobs on that only CD can provide.

Both King's Quest and Space Quest received decent reviews on the PC, but the Mega-CD version boasts stirring stereo tracks and voices from 50 different actors! The Adventures of Willy Beamish is another adventure - this time a pee-take of animated cartoons. It's being designed by artists and writers

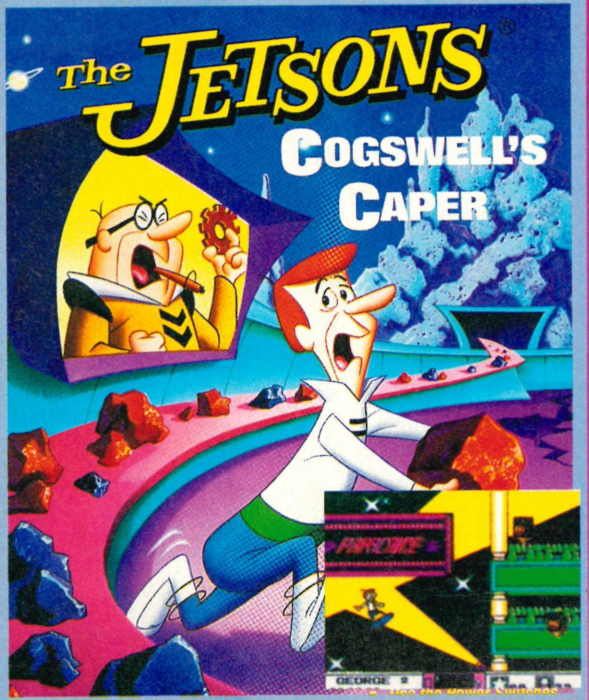


▲ *Stellar 7 Mega-CD*

CES SHOW

Other Culture Brain stuff included the RPG Golden Empire (not a lot of this game was actually on show) and Golden Fighter. Again, not a lot of this was actually displayed, but from the looks of it, this 12-meg game is a sort of Street Fighter II variant with four (count 'em) modes of play. This could be really great but it remains to be seen if it challenges Street Fighter II as the definitive beat 'em up.

TAITO TAKE FIVE



Those who like ice hockey should enjoy Hit the Ice, a conversion of the Williams coin-op which is available on Gameboy, Nintendo and Super NES. The Super NES version is particularly good, complete with crunch-tabulous sound effects,

On the Ball is a quite original concept which uses the spin-o-matic chips in the Super Nintendo to good effect. The idea is to get your ball out (oo-er) of the maze by rotating the screen. Simple fun - but for how long?

Another ball-related game was seen in the form of Super Soccer Champ, another Super Nintendo title. Any good? Not really - once again proving that soccer games are best left to European games designers.

On Nintendo Taito have Power Blade II, a graphically superb platform combat game and The Jetsons, a very jolly game of the cartoon series. And that's it for the Taito stand, guys 'n' gals.

FISHER-PRICE EDUTAINMENT

In the USA, Gametek have released a couple of Fisher-Price licensed games, including Firehouse Rescue on the Nintendo. Aimed at very young players, Gametek plan to teach children number recognition as well as making them compare similarities and differences and hopefully expanding their memory capacity too! It does this by giving the player a firetruck to drive around the city. The player must guide this truck through the maze of streets, then at the scene of the fire, he must bring all the endangered "little people (tm)" down the firetruck ladder.

On display at the CES Show, Fire Rescue looked rather good for an educational game and should keep three to eight-year-olds occupied for quite a while as they fight to work their way up from Firefighter to Fire Chief - I certainly enjoyed having a bash!

NAMCO NINTENDO STUFF

Famed arcade company Namco had a whole bunch of potentially topper gear on show at Chicago. The best of the lot must be Wings 2: Aces High for the Super NES. Boasting seat-of-the-pants flying action and some cool mode seven graphics, this should be one to look out for.

Whirlo was another Super NES game on show. Namco reckon it "breaks new ground in the action RPG category". The general idea is that you embark on a quest to save a child and his village from a horrible plague. There are over forty different levels and lots of arcade/adventure thrills to enjoy.

Namco were also displaying Super Batter Up, yet ANOTHER Baseball simulations that looks uncannily like all the others.

On the Gameboy front, Namco were pushing arcade conversions of two of their earliest coin-ops - PacMan and Dig Dug - both great fun-filled trips down memory lane!

HIGH
1200
1200
1UP
50

▲ *PacMan Gameboy*

▲ *Dig Dug Gameboy.*

behind Jonny Quest (surely not a game about a search for lost prophylactics?) and The Little Mermaid.

Further excitement includes a CD version of the Battlezone-inspired tank game, Stellar Seven, along with more adult orientated CD games like Police Quest: The Kindred, Leisure Suit Larry in the Land of the Lounge Lizards and Rise of the Dragon. All of these titles were pretty well-received by the PC market and we wait with bated breath for the finished Mega-CD games.

▲ *Willy Beamish Mega-CD*

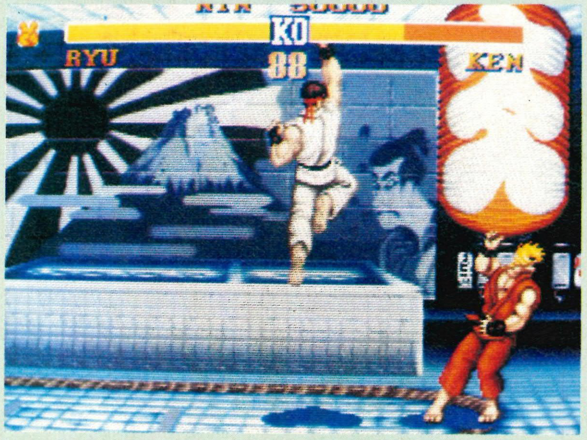
It was the most talked about game to appear on the Super NES - and that was eight months before it had come out! It's a conversion of the most successful coin-op of all time! It's a game that has the potential to be the most exciting beat 'em up ever to hit the home! As you may have guessed from the screenshots and large logos on the page, it's Street Fighter II - the game that started a cult across the globe!

The actual game itself is remarkably simple, at least on paper. You choose one of eight master combatants and your objective is to face up to the other seven participants and slap them about heavily. Each match is composed of a series of rounds, and the first warrior to achieve two wins moves on to the next round. Once all of the other contestants are beaten, you move on to the next set of characters who have already qualified for the Street Fighter finals (as you may imagine, these dudes are tough)!

Actually, although it sounds quite simple, Street Fighter II is one of the most involved beat 'em ups ever created. Each character has his or her own set of special moves, all activated through combinations of buttons presses and moves of the control pad.

Have you got the necessary skill and coordination to go up against Balrog in the Street Fighter II final? Will you be the World Warrior or do you have all the fighting ability of the school spaz, shunned and despised by all?

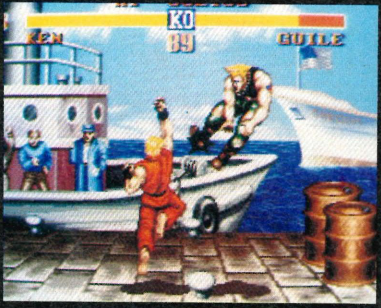
STREET FIGHTER I
(C)CAPCOM 19



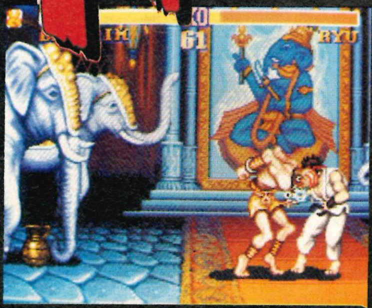
▲ ***Ryu's Sheng Long dragon punch in action! This is at its highest power, but lower dragon punches are available. Excellent for taking out flying foes!***

1 FIST FUN

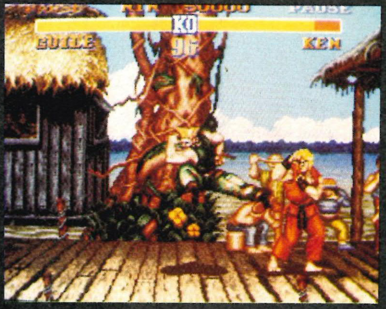
Three different strengths of punch are on offer. Weak punches are very quick to pull off and keep your guard raised slightly, but they do not inflict so much damage on your opponent. Strong punches are the exact opposite. They produce massive amount of damage, but your guard is down and they are not very fast to pull off. Mid-range punches achieve a balance between the two extremes.



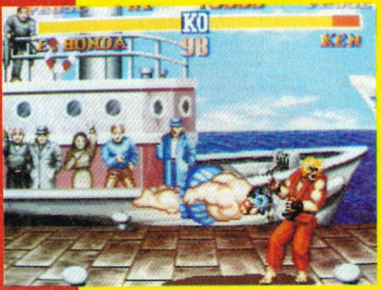
▲ ***Guile falls foul to a smaller dragon punch courtesy of Ken. Devastating!***

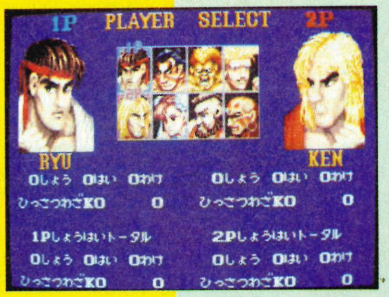


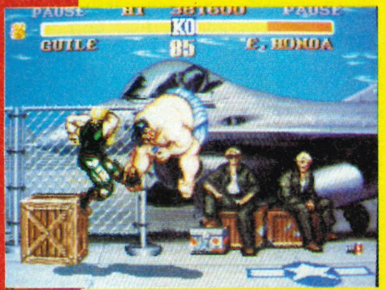
▲ ***A close range attack in evidence. If he is close enough, that butt does double damage!***

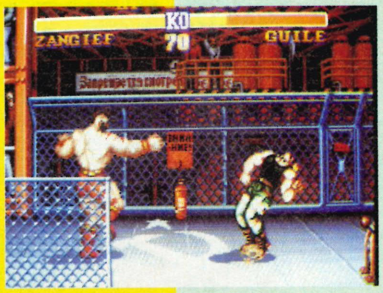


▲ ***Guile practises his range of kicking attacks on a well prepared Ken.***


KO
E. HONDA
98
KEN

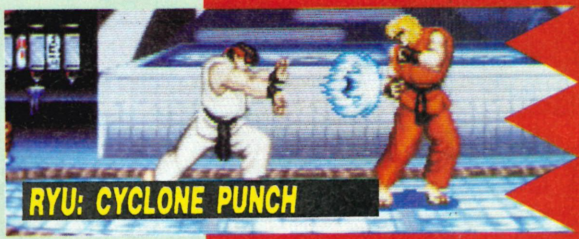

1P PLAYER SELECT 2P
RYU
KEN
0しょう 0はい 0わけ
ひっさつわざKO 0
1Pしょうはいトータル
2Pしょうはいトータル

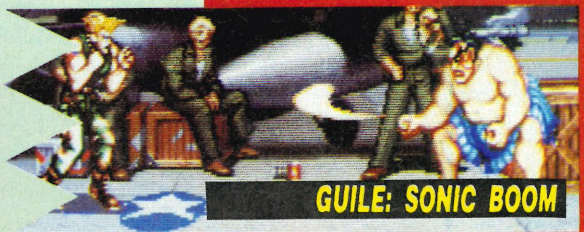

PAUSE HI PAUSE
KO
GUILE
85
E. HONDA

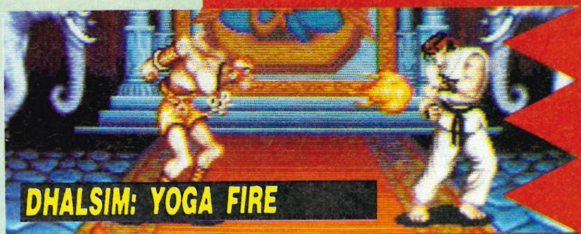

KO
ZANGIEF
70
GUILE

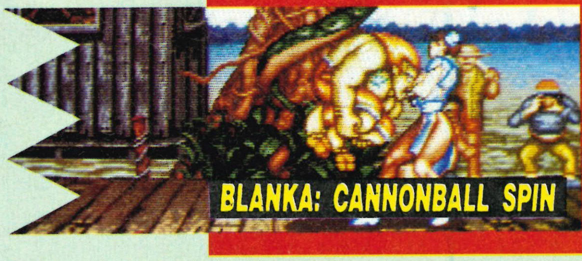
YOGA FIRE! SONIC BOOM!

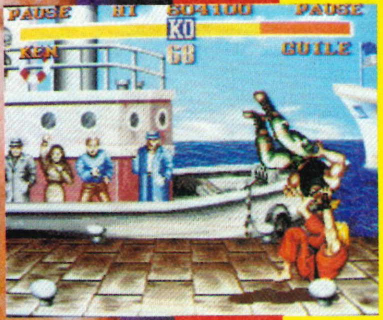
Range attacks are also possible in Street Fighter II. Ken and Ryu have their patented Cyclone punch which releases a fireball in the general direction of their opponents. Guile has his Sonic Boom, which he manages to send off a lot quicker than Ken or Ryu's Cyclones. Dhalsim has his amazing Yoga Fire. This takes even longer to ignite than Ken and Ryu's Cyclones. Other characters use their bodies as projectiles! Blanka's Cannonball Spin is just as potent as any fireball, as is Honda's Sumo Torpedo.


RYU: CYCLONE PUNCH


GUILE: SONIC BOOM

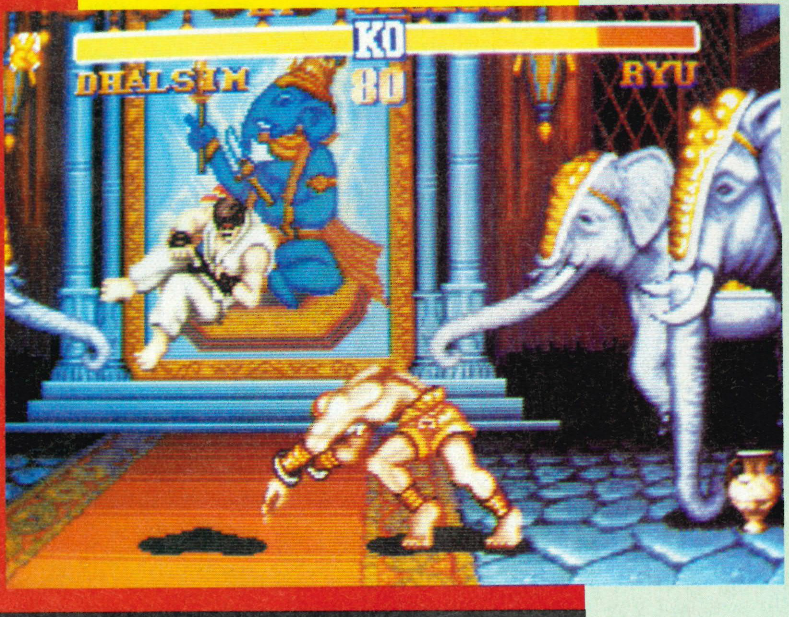

DHALSIM: YOGA FIRE

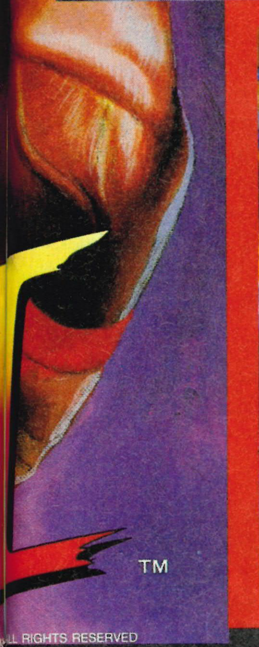

BLANKA: CANNONBALL SPIN


PAUSE HI PAUSE
KO
KEN
68
GUILE

THROWING UP

The key to mastering the game and humiliating your opponents lies in mastering the throw attacks. They seem quite easy to achieve. All you have to do is walk into your opponent with the punch button held down. The only problem is that your foe is likely to attack you in the process! However, once you've sorted out the timing, you should have no problem is sorting out your opponents in this way.


KO
DHALSIM
80
RYU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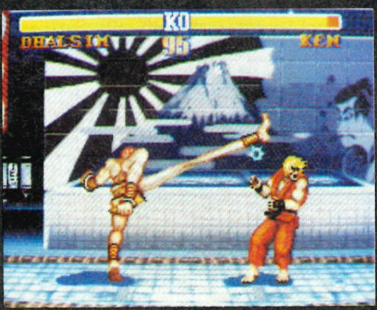
LL RIGHTS RESERVED


KO
DHALSIM
96
KEN

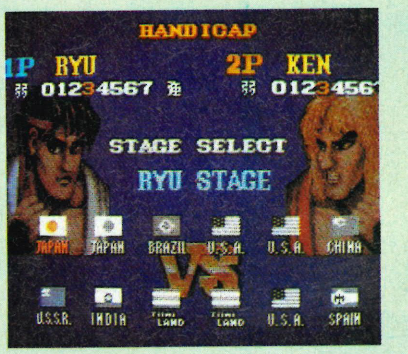
▲ *Dhalsim demonstrates his mastery of long range attacks. Ken gets it in the face.*

② FEET FIRST

Three different strengths of kicks are also available to each Street Fighter, and just like the punches, there are many different kinds of each. For example, duck and kick and you probably pull off a devastating sweep manoeuvre. Jump and kick pressed down together attempts a flying kick. Only by trying out different combinations do you find some of the specialised attacks.

FIGHTING HANDICAPS

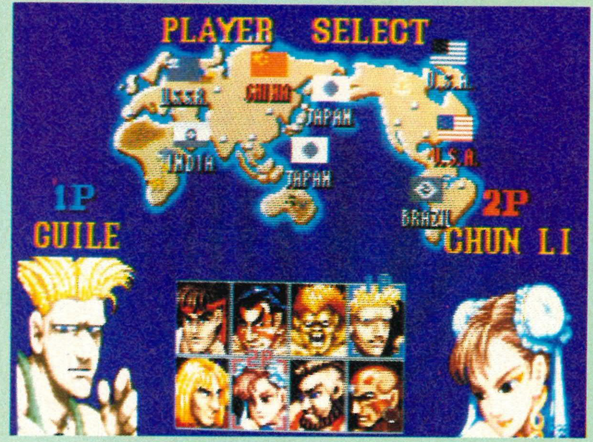
So, you reckon you're a bit "tasty" on Street Fighter eh? Well, perhaps you need a handicap! The Super NES version of Street Fighter II enables players to customise their character, reducing the amount of damage each move inflicts. Cool, eh?

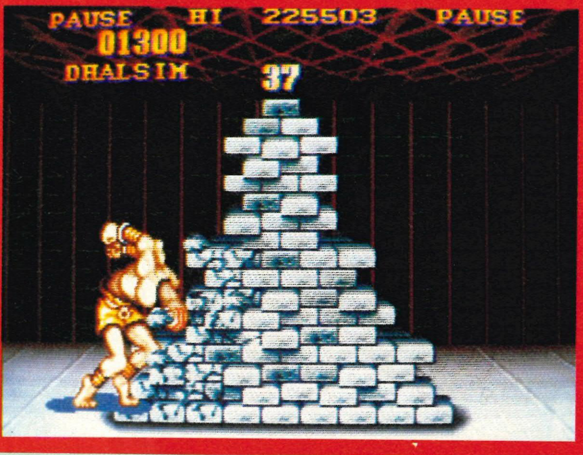

HANDICAP
1P RYU
2P KEN
弱 01234567 強
弱 0123456
STAGE SELECT
RYU STAGE
JAPAN
JAPAN
BRAZIL
U.S.A.
U.S.A.
CHINA
VS
U.S.S.R.
INDIA
FINAL LAND
FINAL LAND
U.S.A.
SPAIN

▶ ***This Versus Screen allows you to select handicaps, backdrops and characters. Cool!***

TWO-PLAYER ACTION

Street Fighter II includes just about everything that was in the amazing Capcom coin-op, and that DOES include the simultaneous two-player mode! So now you can play the best ever two-player game in your own front room!





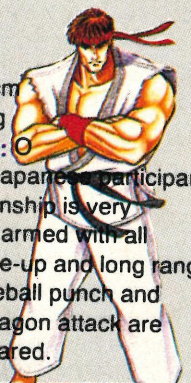
BONUS THRILLS

There are two bonus stages in Street Fighter II. The first is an all-new bonus, not even seen in Street Fighter '92. The aim is simply to knock down a big wall of bricks! The second bonus puts a Japanese motor on-screen, and it's your task to trash the car as quickly as possible!

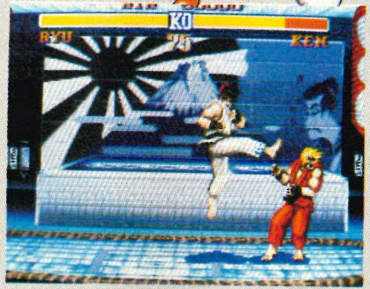
THE PRICE IS RIGHT?

Street Fighter II is going to be officially released in Europe later this year (no firmer date has been settled on), but at the moment you can only buy it from grey importers. We got our copy extremely quickly thanks to Advanced Console Entertainment (081 383 0480), who should be selling the game now for around £75, but 'phone up and check first. Some greedy importers are charging around £100 for the game which we reckon is far too much. If you're a Street Fighter fan dying to get hold of the game, go for it now by all means. However, the game will be a lot cheaper (probably around £45) when it is officially released.

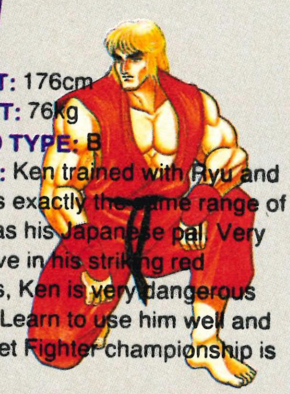
RYU



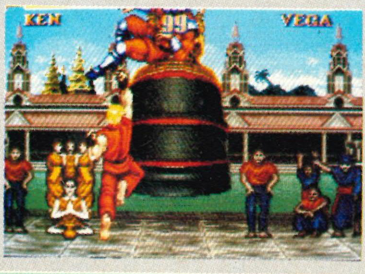
HEIGHT: 175cm
WEIGHT: 68kg
BLOOD TYPE: O
NOTES: The Japanese participant in the championship is very dexterous and armed with all manner of close-up and long range attacks. His fireball punch and Sheng Long dragon attack are moves to be feared.



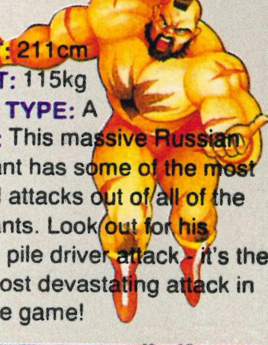
KEN



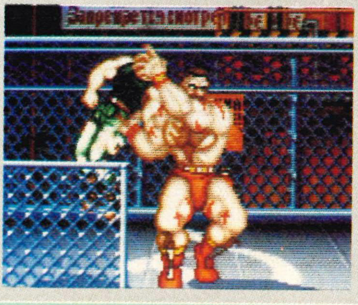
HEIGHT: 176cm
WEIGHT: 76kg
BLOOD TYPE: B
NOTES: Ken trained with Ryu and thus has exactly the same range of moves as his Japanese pal. Very distinctive in his striking red pajamas, Ken is very dangerous indeed. Learn to use him well and the Street Fighter championship is yours.



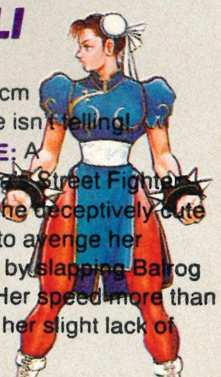
ZANGIEF



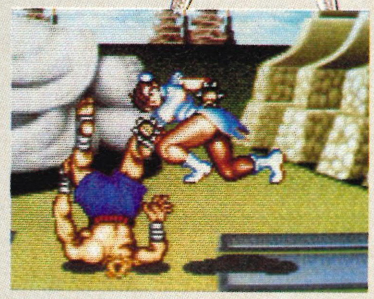
HEIGHT: 211cm
WEIGHT: 115kg
BLOOD TYPE: A
NOTES: This massive Russian participant has some of the most powerful attacks out of all of the contestants. Look out for his spinning pile driver attack - it's the single most devastating attack in the whole game!

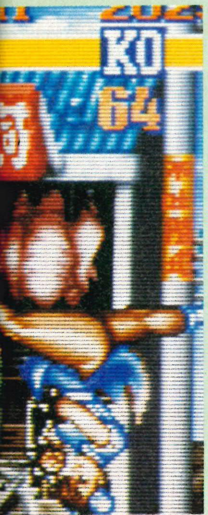


CHUN LI



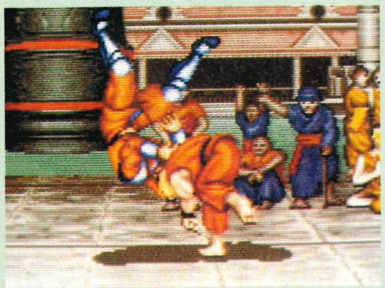
HEIGHT: 170cm
WEIGHT: She isn't telling!
BLOOD TYPE: A
NOTES: China's Street Fighter participant is the deceptively cute Chun Li - out to avenge her father's death by slapping Balrog around a bit. Her speed more than compensates her slight lack of power.





▲ *Chun Li's spinning leg attack drains energy even if the opponent is guarding! A formidable attack.*

▼ *The final conflict! Ken lays into Balrog during the final round!*

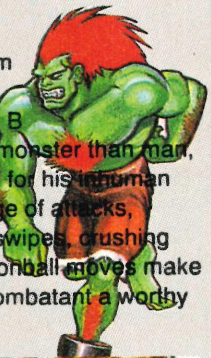


MEGA GAME

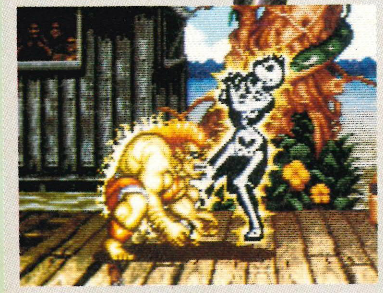
TV STREET FIGHTING

In Japan, Street Fighter II is one of the most popular phenomena ever! Along with myriad of merchandise, including CDs, comics and jigsaws, there is also a Street Fighter II TV show! Here, Japanese actors dress up as characters from the mega video game and act out special Street Fighter scripts. The show has just gone into production in Japan and it looks like being a real ratings winner over there!

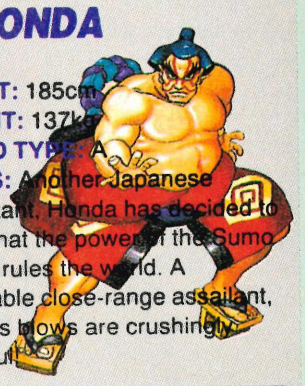
BLANKA



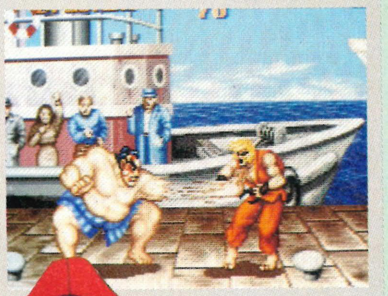
HEIGHT: 192cm
WEIGHT: 98kg
BLOOD TYPE: B
NOTES: More monster than man, Blanka is noted for his inhuman speed. His range of attacks, including claw swipes, crushing kicks and cannonball moves make this Brazilian combatant a worthy opponent.



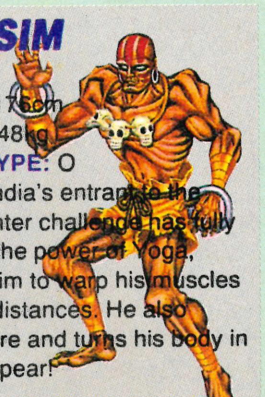
E HONDA



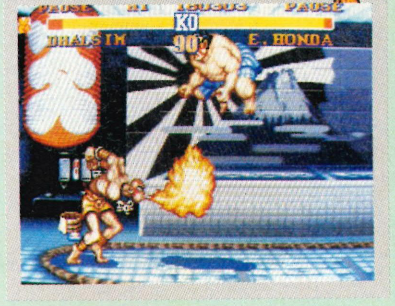
HEIGHT: 185cm
WEIGHT: 137kg
BLOOD TYPE: A
NOTES: Another Japanese combatant, Honda has decided to prove that the power of the Sumo warrior rules the world. A formidable close-range assailant, Honda's blows are crushingly powerful!



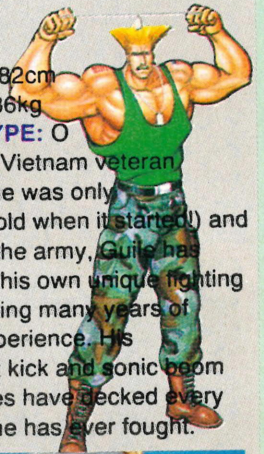
DHALSIM



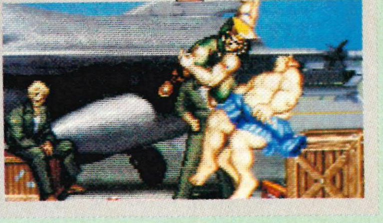
HEIGHT: 176cm
WEIGHT: 48kg
BLOOD TYPE: O
NOTES: India's entrant to the Street Fighter challenge has fully mastered the power of Yoga, enabling him to warp his muscles over vast distances. He also breathes fire and turns his body in a human spear!

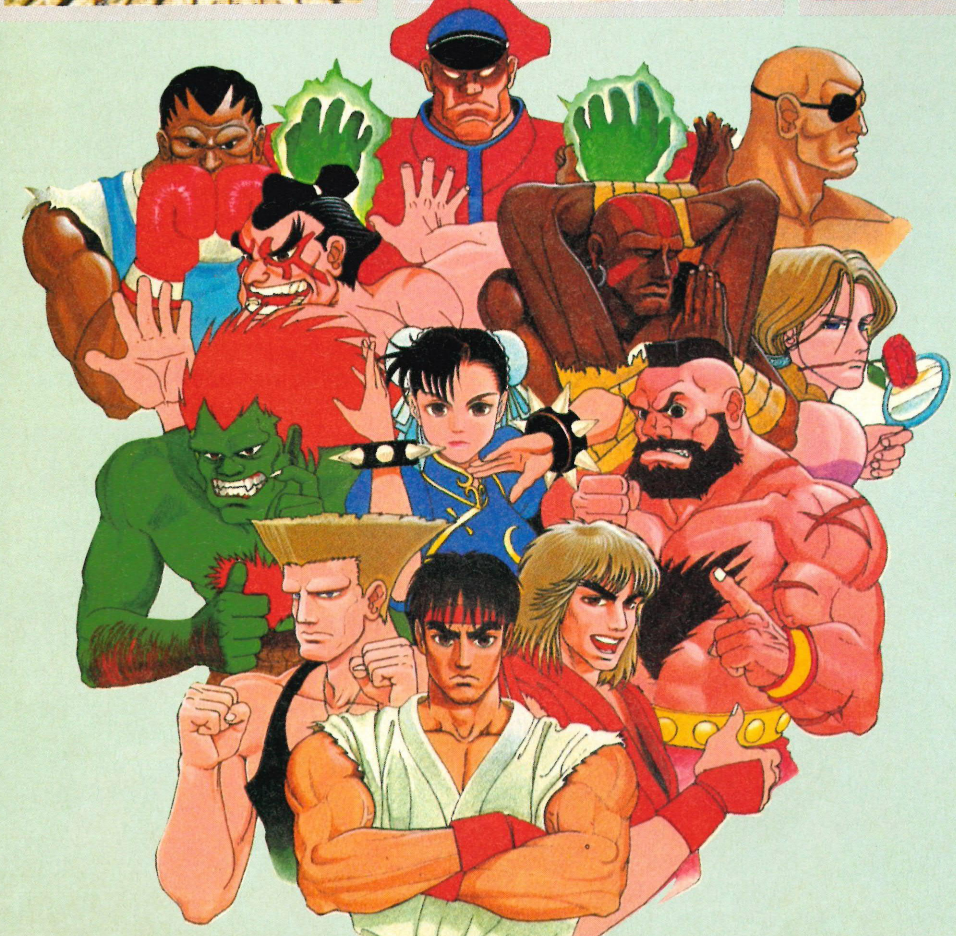


GUILE



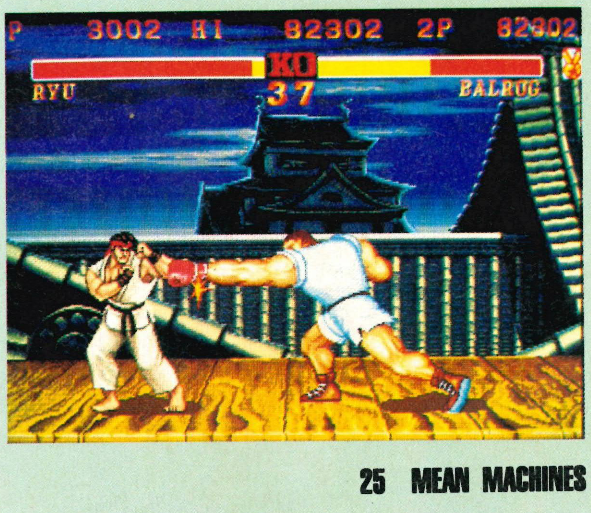
HEIGHT: 182cm
WEIGHT: 86kg
BLOOD TYPE: O
NOTES: A Vietnam veteran (although he was only five-years-old when it started!) and a major in the army, Guile has developed his own unique fighting style following many years of combat experience. His somersault kick and sonic boom manoeuvres have decked every opponent he has ever fought.

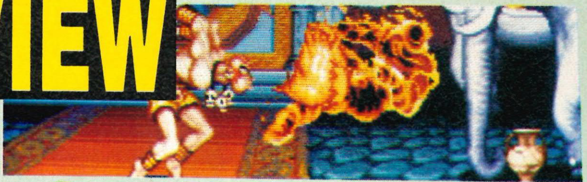




STREET FIGHTER '92

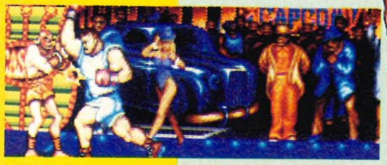
Street Fighter has moved on since the game was released in 1991! Street Fighter '92 is superficially very similar to the first game, but with a number of important differences. First of all, the player can select to use the last four combatants in the Street Fighter challenge - Bison, Vega, Balrog and Sagat. In two-player mode, the new game also allows you to play the same character against one another - something you can't do in the original game.





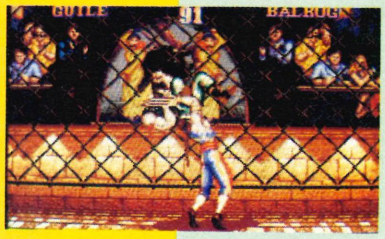
BISON

Looks familiar? Well, in UK arcades this character is known as Balrog! Noted for his charging punches and awesome power, M Bison is a tough, if slightly predictable opponent.



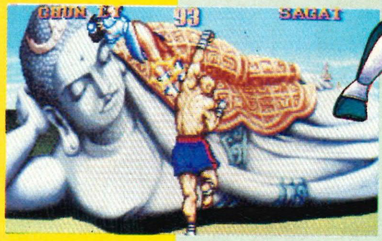
VEGA

Spain's champion has an unfair advantage over you - he has a weapon! Special Freddy Krueger-esque claws are attached to one of his gloves and their slashing power is unrivalled. Vega's Rolling Crystal Flash, Barcelona Attack and Izna Drop make him a dude to treat with extreme caution (when you're not smashing his head in!).



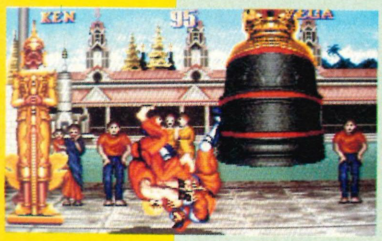
SAGAT

The master of Thai Boxing! Sagat has honed his skills to the max and is a very worthy opponent. He has extra moves like the fiery Tiger Shot, a Grand Tiger Shot, and his feared Tiger Uppercut. You need total control over your character to beat this guy.



BALROG

Balrog is the master of mystical magic! This enables him to burn his opponents by literally turning his hand into fire! Balrog is the toughest opponent in the game. Attacks like the Psycho Crusher, Double Knee Press and the Head Press only serve to confirm this.



COMMENT

RICH

This is the game that everyone has been waiting for and I'm highly relieved to report that it's 'kin ace! Everything from the coin-op is here. Every move, just about every tactic, all the backdrops, every character - it's ALL here! We've got the Street Fighter II coin-op in the office, and the only tiny differences seem to be in the animation and the speed of the game - the amazing playability of the original remains intact. I guarantee you months of fun with the two-player mode as you try to learn all the moves with every combination of characters going! The vast range of options makes the presentation of the game even better than the original - the Versus Mode even lets you choose the backdrop you wish to fight on! I cannot stress how much of a cool game Street Fighter II is, it's a dream come true for Super NES owners! In fact, I would go as far as to say that Street Fighter II is even more playable and exciting than the classic Super Mario World - making it one of the greatest video games in the world today!

COMMENT

JULIAN

What surely must be the greatest ever arcade machine has become the greatest ever arcade-to-console conversion. It truly is mind-bogglingly good! Apart from a few minuscule differences - none of which affect the gameplay in the slightest - this IS Streetfighter II. The sound, sprites, animated backgrounds and gameplay are all spot-on, so much so that once you're used to playing with the Super Nintendo control pads (which doesn't take very long since you can select which buttons do what) you actually think you're playing the arcade game! All your favourite tactics work, everything reacts in the same way, all the moves are present... everything is perfect! Incredibly, Capcom have also added some new features not present in the arcade machine - a new bonus screen and a whole load of options which allow you to handicap yourself or other players, select the background and change the difficulty settings. I could continue to rant and rave about just how completely superlative this game is, but let me tell you one thing: I've played this more, had more fun and still enjoy it more than any other game I've played in the last ten years. If any game was ever going to sell the Super Nintendo, Streetfighter II is it...

STREET FIGHTER II
The World Warrior
GAME START
V.S. BATTLE
OPTION MODE

BY: CAPCOM

PRICE: £IMPORT

RELEASE DATE: OUT NOW
GAME DIFFICULTY: MEDIUM
LIVES: 1
CONTINUES: INFINITE
SKILL LEVELS: 10
RESPONSIVENESS: SUPER

1-2 PLAYERS

PRESENTATION 98%

A huge amount of options to try out makes the presentation excellent.

GRAPHICS 95%

A stunning range of arcade-perfect backdrops and sprites, all boasting jaw-dropping animation and style.

SOUND 93%

The tunes aren't quite as good as the coin-op's, but just about all the speech and effects are there.

PLAYABILITY 98%

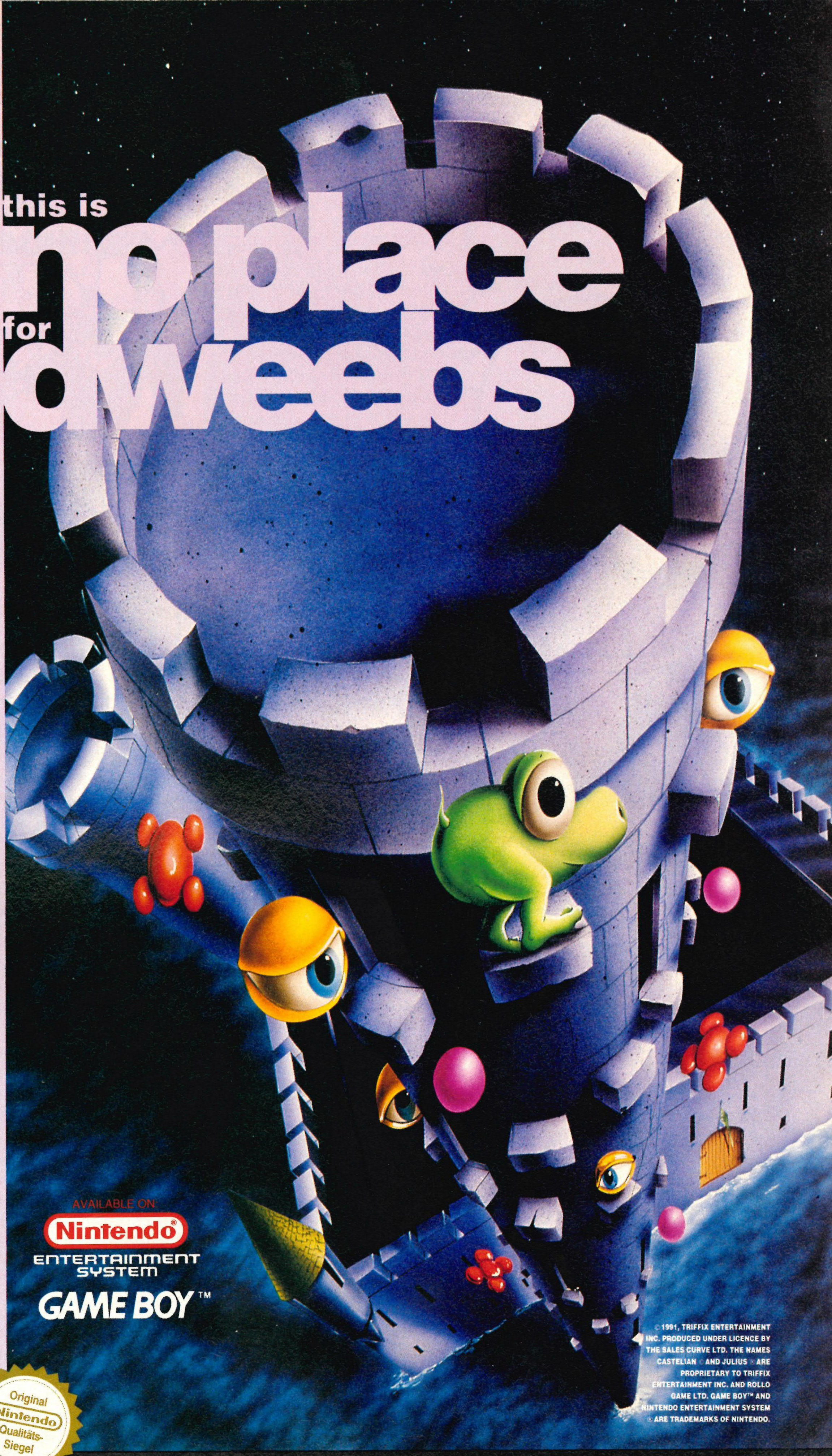
Getting into the game is extremely easy and the combat action is unrivalled by any other beat 'em up.

LASTABILITY 97%

Mastering every move on every opponent takes ages, as does completing the game.

OVERALL 98%

A completely amazing conversion of what must rank as one of the greatest coin-ops of all time. An essential Super NES game.



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SALES CURVE

Nintendo®

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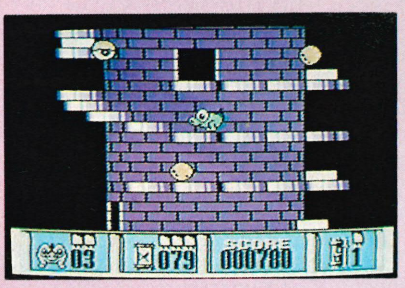
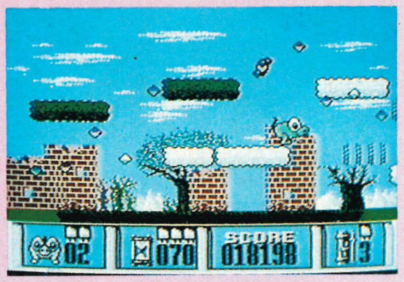
Only serious gamers will come close to hanging out at the top of these nice 'n' big towers - each threatening to demolish this fine and dandy nation.

All kinds of dodgy lowlife will be out to get you - make the eighth tower and if you're not sat on the edge of your seat or drowning in a pool of sweat, then check your pulse, you're definitely dead!!

> “Should be as big a hit as Nebulus ***GB Action.*** A towering Game Boy title and loads of fun ***C&VG.*** Looks like being an 8 - bit classic ***Mean Machines.***”



SCREENSHOTS FROM NES VERSION.



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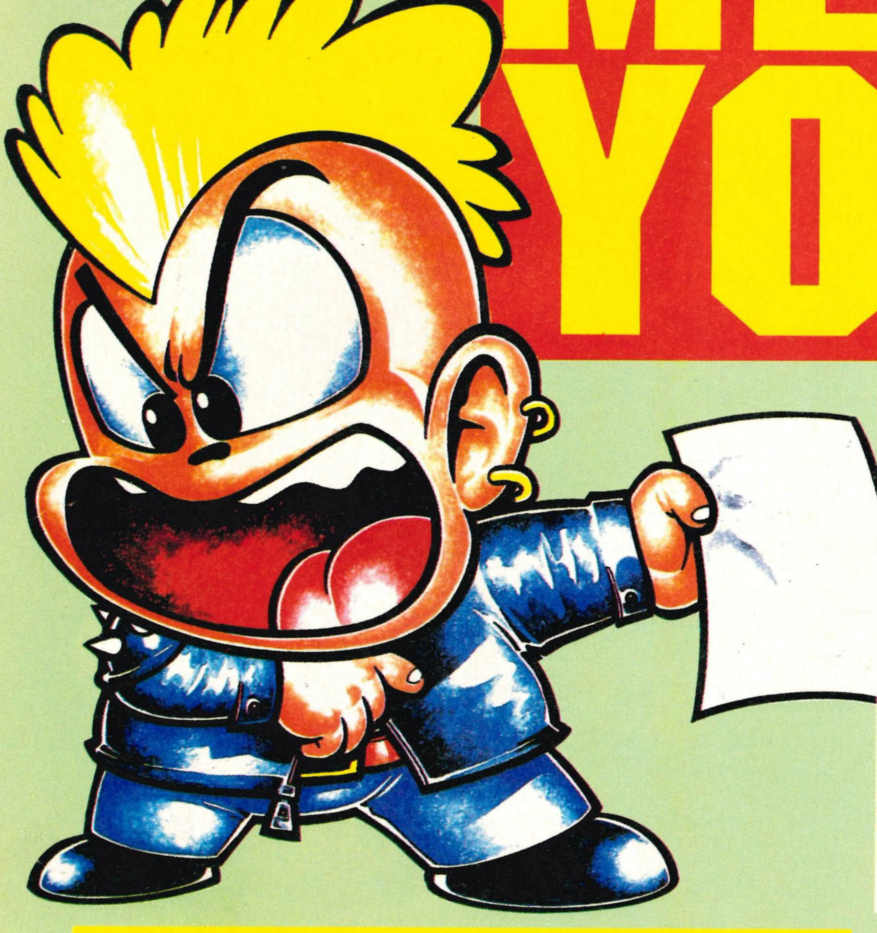
MEAN YOB!



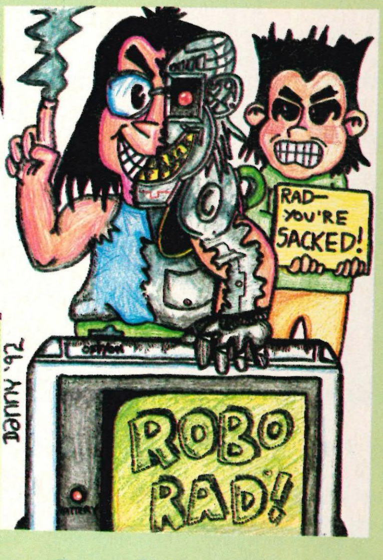
The burning deck, picking his nose like mad. He rolled it up in little balls and threw them at his dad. Little robin redbreast sat upon a pole. Wiggle went his tail and pop went his... er... bottom. Now we've finished that fine literary limber up, we're ready for the real hardcore stuff - YOB's letters page. If you've got anything interesting, funny, poignant to say - whatever it is, we don't care - send it off to:

SWINGY DANGLY HANGING SACKS OF DOOM MAILBAG,
MEAN MACHINES,
PRIORY COURT, 30-32 FARRINGDON LANE,
LONDON, EC1R 3AU.

WACKY CRAZIES

Dear YOB
Stop that pigeon now-oo!
D Dastardly, Vulture Squadron
YOB: No medal for you, mate.

Dear YOB
I would like to complain about the special feature on the Megadrive and SNES. It was totally unfair towards the SNES. You kept raving about the amount of software for it, saying that the Megadrive was better, although not in so many words. Obviously the Megadrive is going to have more games out for it considering it has been out for about 20 months. But in the SNES' case it has been out for about 3 weeks. Even at that, the two games that are out for it couldn't be handled by the Megadrive. Surely the way that consoles should be viewed is by the quality of the games not the quantity. Another way that you managed to put the SNES down was by bringing in the Master System Convertor and saying that it doubled the Megadrive's library. Well I am sorry but it is rather stupid saying that you can't get a NES convertor. In my opinion Nintendo were rushed to get the SNES in the shops so that they didn't get totally annihilated by the Megadrive. Give them a chance! They will bring out better games that will just blow away most of the Megadrive games. Sorry for complaining, I just thought I would say my piece.
Moaning man o' misery, Corstorphine, Edinburgh
YOB: Yawn! Obviously you didn't read the feature properly. The Super NES actually fared very well. The fact that there's very little software available for it MUST come into the equation. There's no getting away from it, so don't be silly and just enjoy your machine for what it is - you obviously like it and are happy with it, so why moan to us about it?

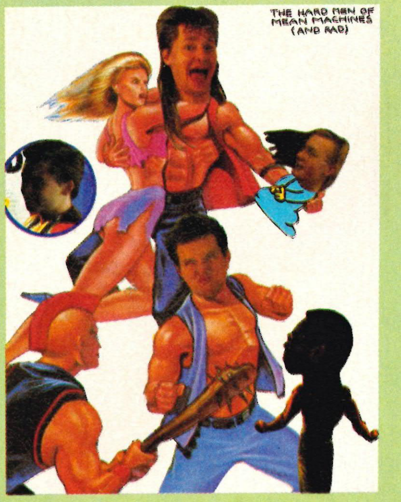

RAD- YOU'RE SACKED!
ROBO RAD!

▲ ***Danny Philips of Exmouth sees to Rad's dismissal***

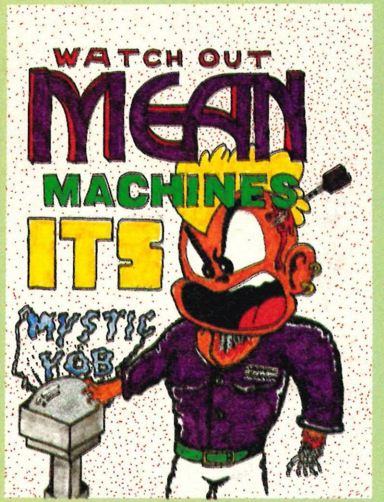
A BORED(ING) SCHOOLGIRL WRITES

Dear YOB
Since you said in your last ish that girls are lazy I decided to grab my pen and write to you! And you had better be grateful and reply because I could be revising for my GCSEs now, even though they aren't for another four terms, ha ha! About how much mail do you get? 'Cos half of the letters you print are from whinging yabbas arguing over their computers. I have a Megadrive and an NES and I am not going to argue like half of the other tossers who do. I got your mag today and it's brill as usual but I am broke now, but who cares? 'Cos life is wonderful at boarding school, with no consoles only BBCs and Tandons which are crap! If only school could fork out some dosh and get us a Street Fighter II machine rather than spend it on things like cushions! £250 spent on big cushions for our common room which is now a geography room and the cushions have been burnt! Let's face it, boarding school is a dead laugh but if it's a dump like here, drop a bomb on it and save all the slaves who have to do things like scrape Marmite off tables and name socks and towels. So, save our asses!
Sara Riley (AKA the turd in the hole), M school, York
YOB: To think, your parents are

▲ ***A prehistoric artefact from Tom Percival, Shrops.***

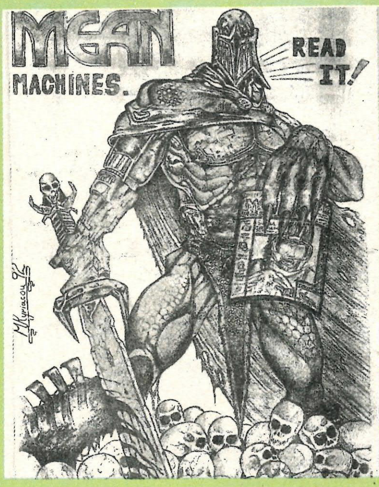

THE HARD MAN OF MEAN MACHINES (AND RAD)

▲ ***A worrying montage from Mr Unknown***



▲ ***A warning from John Fowler of Broxbourne***

spending a fortune each term sending you to boarding school, and all the school can give you in the way of videogaming-related entertainment is BBC's and Tandons. That's a disgusting indictment of education today. Write to That's Life immediately and make sure your school's board is publicly flogged for their sins.



The messenger from hell sent by M Kyriacou, Kent

CONNED!

Dear YOB

I have been reading your great mag for nearly two years now and have always thought the SNES was the best, and was planning to buy one. That was of course until about September of last year when one of my friends told me I should save my money and buy a GX4000 console as they had better capabilities and more games available. He kindly offered to sell me his, telling me it was because he needed the money to pay off the bailiffs. I handed over the £80 and took the sleek white console back to my house. I stayed up all night playing some of the amazing games such as Gazza 2, Pang and Burning Rubber. By the morning I was knackered and had bags around my eyes, but was ecstatic about my 7th place on the first race of Burning Rubber. I staggered down to school and started boasting about feat I had achieved. To my disappointment everyone began to laugh at me and wouldn't talk to me and giggled about me being a gullible sad case. Even the boy who had sold me the console denied ever knowing of the deal and started laughing too. I miserably trudged my way home, dejected and unhappy. I was swindled by someone I had trusted, paid £80 and been laughed at. I would like to warn anyone out there who is thinking of buying a console off a mate to make sure that person is reliable. I trusted that boy and I was had!

Marc Kuzak, Stroud, Glos

YOB: Doh!

THE PENNY (OR TENNER) DROPS

Dear YOB

I have been the owner of a Megadrive for over a year now and have only recently realised that I've been spending too much money on my games. Up until a few months ago, I'd been spending £35 to £40 on my games and had to save for a long time for each one. But all that changed when I bought a Japanese convertor. It only cost me£10 and since then I've been able to buy Japanese games at cut down prices. I bought Strider for only £25, in the UK it would have cost me £45. There are plenty of other games at cut prices like ESWAT and Hellfire, possibly the best shoot 'em up on the Megadrive. Both of these cost only £20 each! All you Megadrive owners out there without a Japanese convertor, take my advice and buy yourself one soon.

Simon Weaver, Stourport, Worcs

YOB: There's not a lot I can add to that...

PC PRAT

Dear YOB.

In our house we have a Megadrive, a fully souped-up IBM PC and a Spectrum +2 (it's my sister's - honest!), but recently my brother bought a SNES and keeps hogging the TV with Super Mario World. Now you're probably thinking this is a plain old boring "Which is better: The Megadrive or the SNES?" letter. Well in fact it's got nothing to do with the Megadrive - as good as it is. It is a PC vs SNES letter.

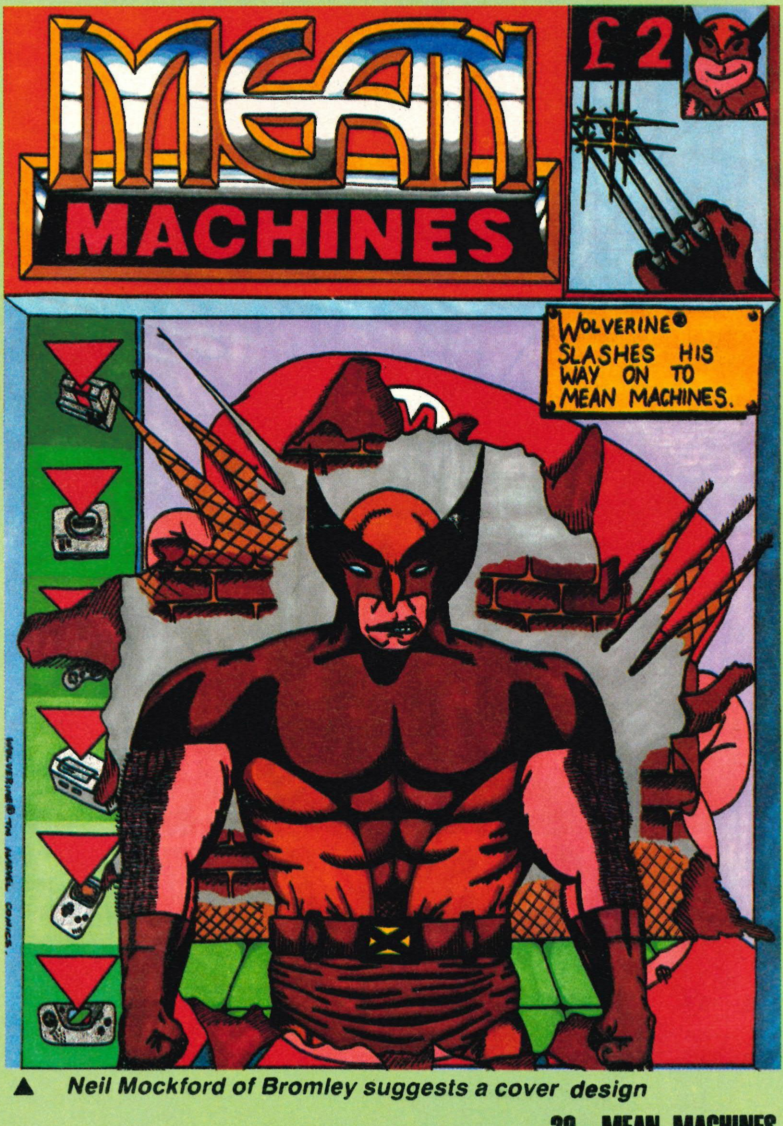
Now I will be the first to admit that the SNES is a fine piece of technology and Mario 4 is very good but I don't think they compare that favourably with the PC and The Secret of Monkey Island 2.

If we look at the machines first, we see that the SNES has 8 channel stereo sound, but the PC can have a maximum of 16 channels with digitised sound. The SNES seems the best graphically, for action games, but the PC in VGA mode can produce the best still pictures - well I've never seen better.

If we look at the two games mentioned, both are very playable and Mario is tougher. Monkey 2 however has better graphics and superior sound thanks to Lucasfilm's iMUSE system, but they are my own personal opinions - and of many other mags.

Paul Phelan, Brooklands, Manchester

YOB: Yeah, but have you seen Monkey Island 2 on a feeble


MEAN
MACHINES
£2
WOLVERINE® SLASHES HIS WAY ON TO MEAN MACHINES.
WOLVERINE® TM MARVEL COMICS.

▲ ***Neil Mockford of Bromley suggests a cover design***

MEAN YOB!

card? It's cerrrrrrrrap. And another thing, how much did your PC with VGA cost? £750.00 or more I'll bet! How much is a Super NES? An awful lot less, that's for sure. Get lost and go and read all those really exciting PC magazines.

CONNED II: THE REVENGE!

Dear YOB
I am writing in a very concerned state. In your April edition I advertised to swap my prized Megadrive for a Super NES. All was going well with many enquiries until one day I got the deal I wanted with someone in Glasgow, a PAL Famicom with as he said "Final Fight and Mario IV". We sorted out the details and both posted them. Three weeks later I was getting worried, then one day my mum came in with a large parcel from Scotland.I opened it and to my utter despair I found an NES, complete with Donkey Kong.

I was really upset so I phoned this fellow up and surprisingly he hung up. My mum then phoned him up and he said "It's easy come, easy go." I was really upset.

I would like your advice please. I have many Megadrive game receipts, my actual Megadrive receipt, proof of postage and my ad which clearly says a Famicom. Can I sue for false pretenses or what? I am very confused.

Jim Boon (from Boony to the Archers posse),
Ashton-under-Lyme, Lancashire

YOB: Get your parents to speak to his parents - otherwise you'll have to make that trip up to Scotland and confront him personally. He's definitely in the wrong, but I'm no solicitor, so if you want more advice pop down to your local Citizen's Advice Bureau.

DROLL, VERY DROLL

Dear MEAN MACHINES,
I think your magazine is excellent and I'd like to thank you for giving me a great idea to make loads of money. Interested? Read on.

I am going to copy your magazine. Six page reviews? No problem. What I'll do is cleverly make up a rubbish review and throw in a few smart comments like "The graphics are plain but do the job" to make people think I've actually played the thing and fill up the other five pages with screenshots. Easy! I could stick "Killer Machines" on the front cover along with "Exclusive Review" which I could just make up. Who'd notice? Nobody, that's who. It'd be like printing money!

Your insult thing on the first page is an excellent idea and one I intend to copy fully. I'd call it "The Insult Page". And your "Q&A" - I could print all the idiots questions like "Do I need a TV license to play the Game Gear?"

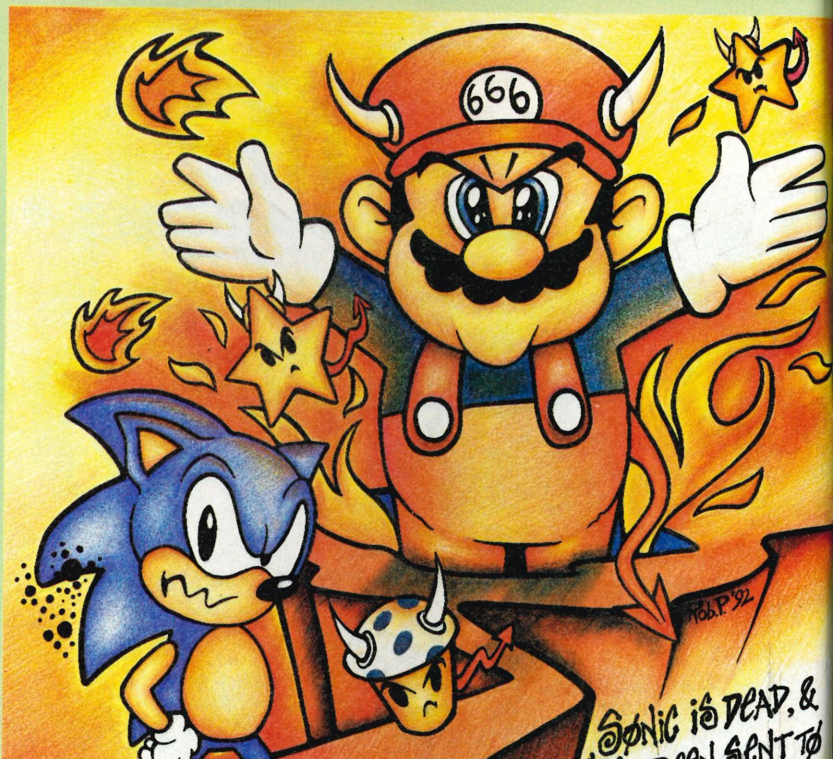
If I was running low on money I could have a competition on one of those 0898 numbers and make a hundred times what the prize is worth just by leaving an answer machine on.

News, tips, interviews. I could just copy yours!

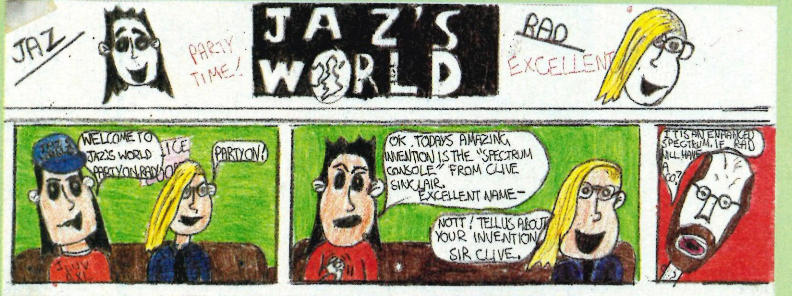
Brilliant eh? Who cares if there are already a dozen magazines like that?

Raymond Thompson, Kilmarnock

YOB: What a jolly japester you are!


666
Rob.P.'92
Sonic is Dead, & Has Been Sent to His own Personal Hell, eternal Suffering Begins Here!!!

▲ ***More superbly drawn Sega bashing from Rob P, Kent***


JAZ
PARTY TIME!
JAZ'S WORLD
RAD
EXCELLENT
WELCOME TO JAZ'S WORLD PARTY ON, RAD
PARTY ON!
I LUV AXL
OK, TODAYS AMAZING INVENTION IS THE "SPECTRUM CONSOLE" FROM CLIVE SINCLAIR. EXCELLENT NAME-
NOTT! TELL US ABOUT YOUR INVENTION SIR CLIVE.
IT IS AN ENHANCED SPECTRUM. IF RAD WILL HAVE A GO?
WHILE, RADGET INTO IT, LET'S SALUTE ESTHER RANTZEN. SCHWING! BABE-CITY
SPECTRUM
OH GOD, OH, NO!
SPECTRUM
BEEP
OH DEAR.
IT'S NO GOOD IT'S CRAP PURE CRAP!
WOAH! ANOTHER TERRIBLE SINCLAIR INVENTION. AND THAT IS ALL FROM "JAZ'S WORLD" SEE YOU, SPHINCTERS!

▲ ***Party on to this comic strip from DN Enterprises***

WHERE ARE THE SEGA COIN-OPS?

Dear YOB
I own a Megadrive and I wish to complain about Sega. Sega don't seem to be getting their hands on really great arcade games such as Final Fight, Streetfighter 2, Smash TV. Also Sega are rushing those games like Double Dragon 2, OutRun, Golden Axe 2 and many others. But for SNES they seem to be making their games perfect like Final Fight, UN Squadron, Mario, R-Type and yes, Streetfighter 2 will sell by the billions. All I am saying is for Sega to get a game like Final Fight and take time to make it so they don't screw it up! I might just get a SNES to play Final Fight and Streetfighter. Come on Sega!

Mark Hodsman, Melbourne, Victoria, Australia

YOB: Okay, so Sega might not be getting the hottest arcade licences, but there are still plenty of other brill games to get for the Megadrive. Don't be so negative...

PGA PLONKER

Dear YOB
I am writing to you on a very serious quality matter. I recently bought PGA Tour golf for the Famicom, being EA and playing the fabulous Megadrive version, I thought no need to see it first, so I ordered it through mail order. two days later, postman knocks, I thought great!! PGA is here!! Rushed upstairs slammed it in the cartridge port and I turned the console on. To my shock horror I

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Double Player.
Infra-Red and Ultra
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SELECT
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joystick design helps
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TURBO

NES Four Score.
With this innovative
accessory you can
take full advantage
of exciting four-
player action.

TO MULTIPLY THE FUN, TRY A SIMPLE ADDITION.

If you want to make gameplaying even more fun, we've got ideas to add to the excitement. Six accessories, each with the official Nintendo Seal of Quality and all offering even more options for extra gameplaying thrills.

NES CLEANING KIT
Nintendo
NES CLEANING KIT

Nintendo
Cleaning Kit.
It's the best way
to keep dirt and
dust at bay!

Nintendo
NES MAX
Nintendo
SELECT
START
B A
TURBO

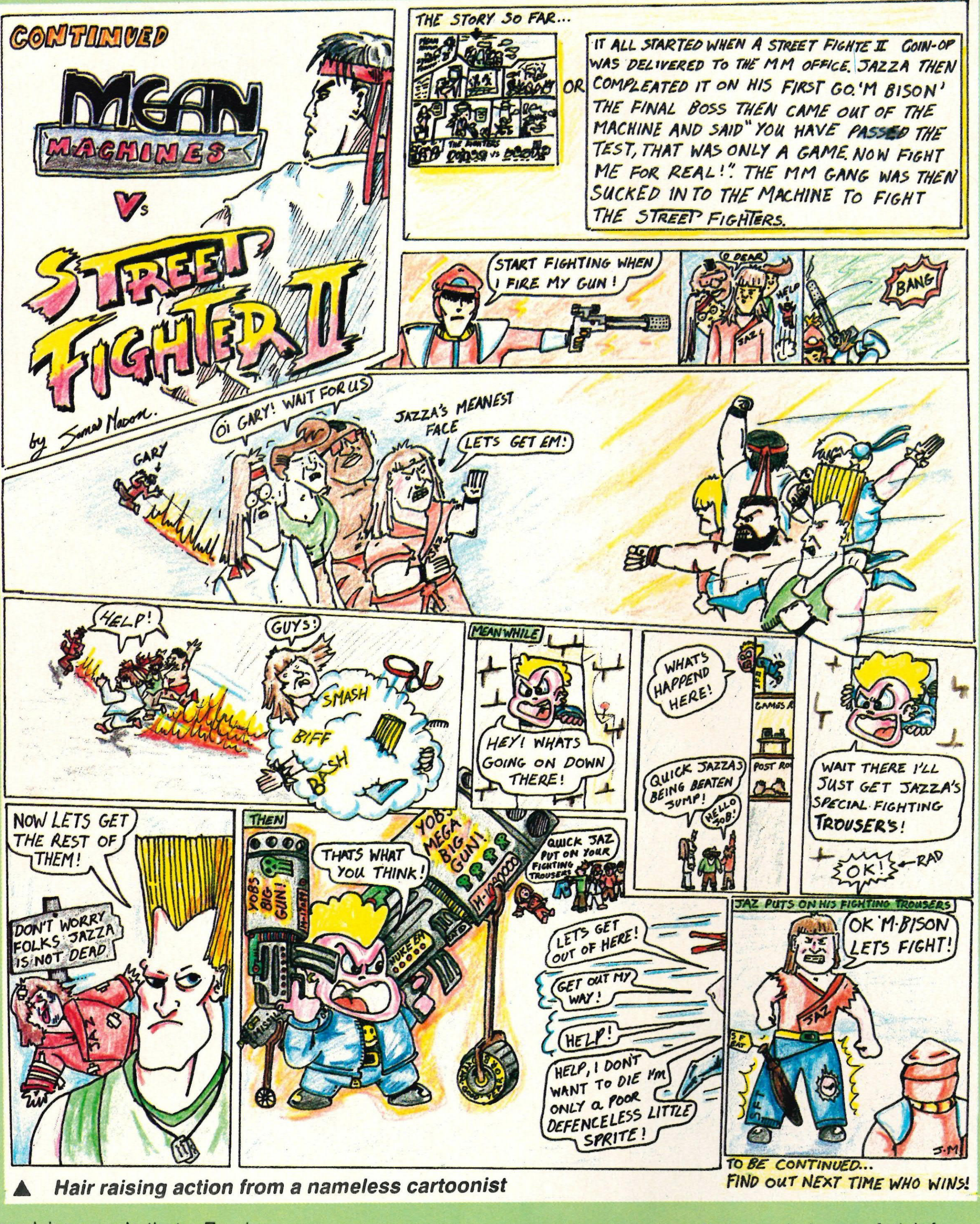
Zapper.
Travel through
time,shooting at the
bad guys but sparing
the good in some of
Nintendo's most
exciting Game Paks!

NES Max.
The 360 degrees swivelling
Cycloid button gives you
precise control, and the
rapid fire buttons can
destroy any opponent with
the blink of an eye!

THE
WORLD'S
NUMBER
ONE
GAME
SYSTEM

MEAN YOB!

pressed the start button, and what did I see? The biggest load of pants I have ever seen! I couldn't believe it, I was expecting something like the Megadrive version but with better graphics and sound. I was so flipped off, after all the hype about the "EASN ball cam" which in this is jerky and blocky. So can you shed me some light on how Nintendo gave EA permission to produce such crap on a fabulous console. A sad day for SNES players everywhere.
Mr A D D
YOB: I don't know why the game was so utterly hopeless - we were gobsmaked at its sheer brown trouser stainedness. But one thing we can all learn from this experience is no matter how good the game is said to be, or how reputable the manufacturer is, always, always, always look at the game before you buy it. Cos you never know when there's crap in the box.


CONTINUED
MEAN MACHINES
Vs
STREET FIGHTER II
by Jamie Mason.
THE STORY SO FAR...
THE FIGHTERS
OR
IT ALL STARTED WHEN A STREET FIGHTE II COIN-OP WAS DELIVERED TO THE MM OFFICE. JAZZA THEN COMPLEATED IT ON HIS FIRST GO. 'M BISON' THE FINAL BOSS THEN CAME OUT OF THE MACHINE AND SAID "YOU HAVE PASSED THE TEST, THAT WAS ONLY A GAME. NOW FIGHT ME FOR REAL!". THE MM GANG WAS THEN SUCKED IN TO THE MACHINE TO FIGHT THE STREET FIGHTERS.
START FIGHTING WHEN I FIRE MY GUN!
O DEAR
HELP
JAZ
BANG
OI GARY! WAIT FOR US
GARY
JAZZA'S MEANEST FACE
LETS GET EM!
HELP!
GUYS!
SMASH
BIFF
BASH
MEANWHILE
HEY! WHATS GOING ON DOWN THERE!
WHAT'S HAPPEND HERE!
GAMES R
POST RO
QUICK JAZZAS BEING BEATEN JUMP!
HELLO JOB!
WAIT THERE I'LL JUST GET JAZZA'S SPECIAL FIGHTING TROUSERS!
OK!
RAD
NOW LETS GET THE REST OF THEM!
DON'T WORRY FOLKS JAZZA IS NOT DEAD
JAZ
THEN
THATS WHAT YOU THINK!
YOBS BIG GUN!
YOBS MEGA BIG GUN!
NUKE EM
QUICK JAZ PUT ON YOUR FIGHTING TROUSERS
LETS GET OUT OF HERE!
GET OUT MY WAY!
HELP!
HELP, I DON'T WANT TO DIE I'M ONLY A POOR DEFENCELESS LITTLE SPRITE!
JAZ PUTS ON HIS FIGHTING TROUSERS
OK 'M·BISON LETS FIGHT!
JAZ
S F BAT
J.M
TO BE CONTINUED...
FIND OUT NEXT TIME WHO WINS!

▲ *Hair raising action from a nameless cartoonist*

TO GREY OR NOT TO GREY

Dear YOB
Here's a sensitive subject for a magazine associated with a grey importer (GI). GI's are ripping the kids off. I am amazed that GI's are still offering Gameboys, Megadrives and Famicoms MINUS a number of extras (leads, batteries, games) around the same price as the official version. Six months ago GI's were selling Famicoms with nothing at £300, and now Nintendo release the official version with everything for £149. News pages create a market for a GI, who makes a fortune "dangling the cherry" before the young punters eyes. So we do have free enterprise, but you have to advise people that a Famicom does not devalue 50% in six months, and this and other reasons should tell people to avoid GI's. In my opinion, unless you have/want a PC Engine (why?) or speak Japanese, avoid GI's. With a little patience, you don't line GI's pockets, get a proper warranty and English instructions, and a PAL/SCART system all in one!
Dr Andrew Roberts, Edgebaston, Birmingham
YOB: You are the punter. You have control over your wallet. It's up to you to decide what you want to buy and what you don't want to buy. If you want to get stuff from an importer, buy it. If you don't, you don't have to. Nobody's forcing you to do anything. It's a free market - if people want machines six months before they're available in this country and are willing to pay the price, so be it.

I SPANNED IT!

Raindeer YOB
I am most disappointed that your magazine does not have features and interviews with cheese. If you did this it would be the hottest piece of literature in the history of the universe and time. I am a member of the cheese clan of which there are 600 members. They all say your mag is great but needs cheese. It is a fact that 6 out of 10 people have a fetish for cheese, even famous TV stars. Thora Hird, Ruth Madoc and Magnus Magnusson to name but a few, all have cheese fetishes. All of the previous have even advertised for cheese. But poor comedian Lenny Bennet gave up eating cheese and then found his career slumping from peak-time viewing "Punchlines" to early morning "Lucky Ladders". Even politics has its cheesers, like John "cheese lip" Major and Neil "cheese head" Kinnock.

So you can see the need for cheese in computers.
Donald McJames, Long Buckley, Northants
YOB: Knob.

NEW FROM NINTENDO

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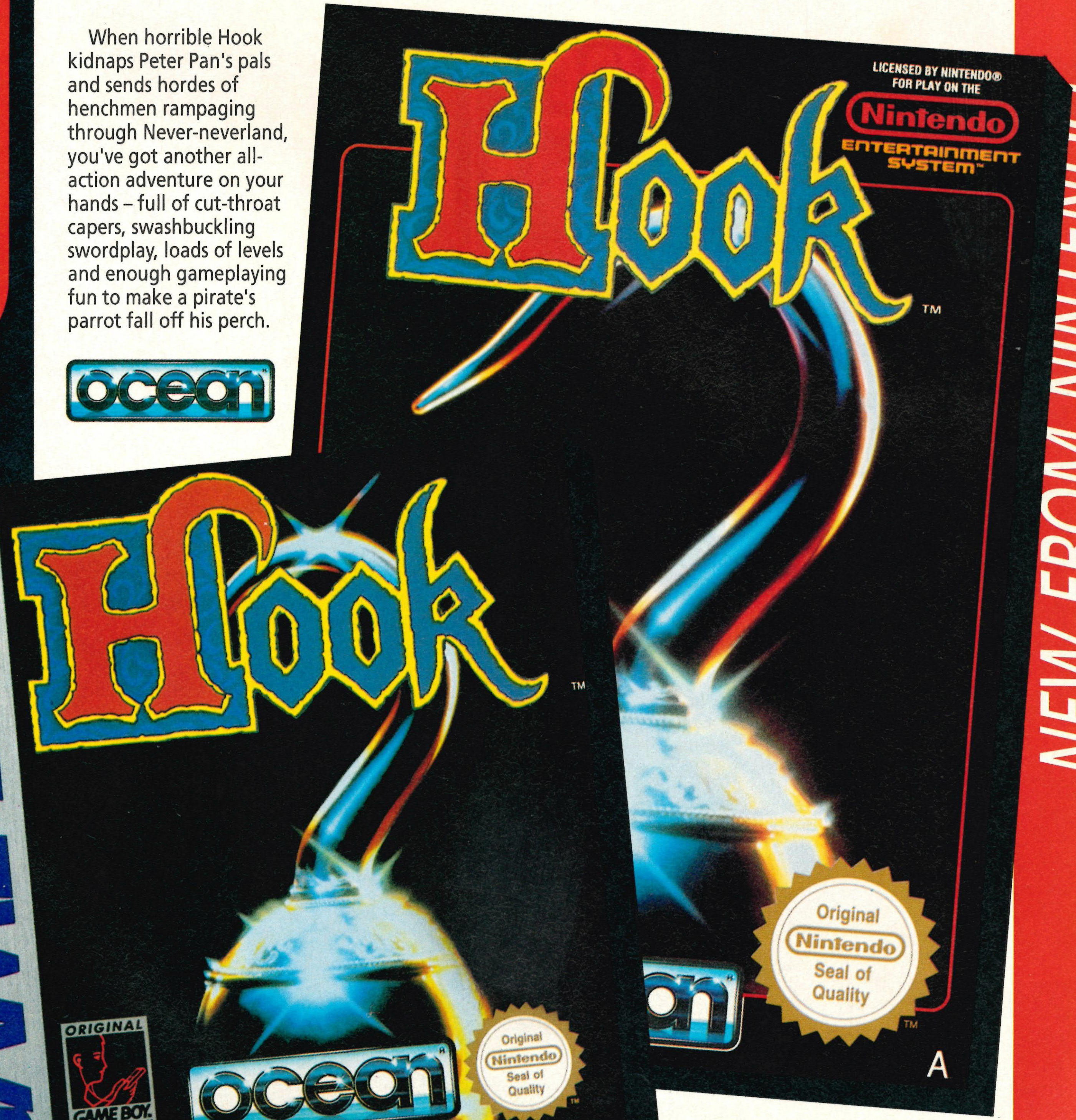
ONE GO AND YOU'RE HOOKED.

When horrible Hook kidnaps Peter Pan's pals and sends hordes of henchmen rampaging through Never-neverland, you've got another all-action adventure on your hands – full of cut-throat capers, swashbuckling swordplay, loads of levels and enough gameplaying fun to make a pirate's parrot fall off his perch.

ocean


Hook™
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ocean
A
Hook™
ORIGINAL
GAME BOY GAME PAK
ocean
Original Nintendo Seal of Quality
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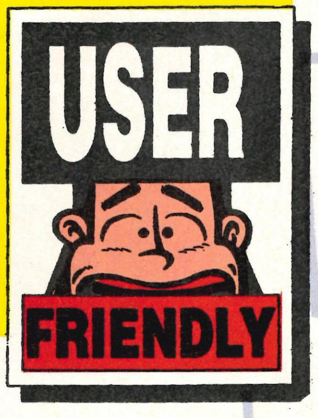
GAME BOY™

NEW FROM NINTENDO

NEW FROM NINTENDO

Q+A



He might well be horribly jetlagged from his trip back from the US, but Jazza still has the energy to answer your questions in this fine and most magnifique Q+A section. If you've got any questions you want answered, write in to the man with the know (as opposed to the "no"). The address to send your letter is:
PLEASE GIVE GENEROUSLY TOWARDS THE BUY JAZZA A HONDA NC30 FUND, Q+A, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

IT'S A RUM DO!

Dear Jazza
Being an avid Genesis games player, I was wondering if you could answer my simple question. On Sega's "100 reasons to buy something Mega" advertisement, why are there screen shots from Master System games? I've spotted six screen shots which aren't mega!
Rosie Gaines, Paisley Park, Minneapolis, USA
JAZ: I suppose the fact that there's a Master System Converter available for the Megadrive means they can put down Master System pics if they like, you eagle-eyed devil you.

SHAFT!

Dear Jaz
Help! I am a Megadrive owner with some money to spend, but I can't decide on what to buy, so could you please answer my questions.
1. The CD-Rom unit sounds interesting, but the first few releases look a tad disappointing. Do you think the quality will improve in the near future?
2. The SNES also seems exciting, but apparently has some sprite problems (due to its rather slow CPU). Does this slow down occur in many games?
Garsten Brandt, Denmark
JAZ: 1. Yes, definitely. I've seen some of the stuff that's coming out later this year and it's awesome! 2. Only a few.

ARE THESE EMMA FREUD'S

Dear Jaz
Please will you just answer these quick questions:
1. Will Final Fight ever be seen on the NES?
2. Will there ever be any cycling games released on the NES?
3. Please could you just tell me about a couple of great games for the NES that are worth the money?
Jamie Scott, Rushden, Northants
JAZ: 1. Nein. 2. Nein. 3. Nein. Oh no! Here comes the police!

LEBANESE FUN!

Dear Jaz
I've been writing for a while now so please could you print this letter.
1. Is Lemmings good on the Megadrive and is it coming out in America first?
2. If the SNES has a palette of 32,768 and the Neo Geo has 65,536, why can't they display them all?
3. Last one. Would you please say "Hi" to Martin Kenny who is my best friend and is moving to Ireland?
Alan Pennell-Smith, Fat Bloke
JAZ: 1. Yes, yes. 2. They can, but it takes up loads of processor time. 3. "Bye".

HA YOU FEEL?

Dear Jaz
I own a Megadrive and am thinking of buying a SNES. Would you please answer these questions for me:
1. Which version of the SNES would you advise I buy, the official British version or the American one? Why?
2. Is there any chance of a decent snooker game being made for the Megadrive?
3. Will Final Fight and Contra Spirits definitely be released for the English SNES and do you have any idea when?
4. What is Rad's honest real name?
Jamie Bradbury, Beeston, Nottingham
JAZ: 1. It's up to you, matey. 2. Yeah, Jimmy White's Whirlwind Snooker is currently being programmed. 3. Yes, later on this year. 4. Richard Cheese.

A SHRIVELLED SAUSAGE

Dear Jaz
Please could you answer my questions.
1. Are there any more Disney games in the pipeline?
2. Will there be another best of MEAN MACHINES? If so, when?
3. Are there any decent beat 'em ups being programmed for the Megadrive?
4. Will there be any two-player platform games out in the next few months?
Alastair Hunter, Antrim, N.Ireland
JAZ: 1. Yeah, check out the CES show report elsewhere in this issue. 2. Yeah, at Christmas. 3. Streets of Rage II is looking promising, as is Fatal Fury. 4. Not in the short-term.

MELON CAULI

Dear Jazza
Please could you answer these

AH! SOLES FOR LUNCH!

Dearest Jazza
Please will you answer some questions for me.
1. Which of the following games will be appearing on the Master System: Road Rash, Streets of Rage, John Madden '92, Desert Strike?
2. If so, when?
Tom Coles, Northampton
JAZ: Only Streets of Rage, and that'll be next January.

Q+A
USER
FRIENDLY

WHERE'S THE SOAP?

Dear Jazza
I have a few more questions about the SNES.
1. Now that EA will be turning their talents to the SNES, will I be seeing a conversion of my fave Megadrive game of all time, EA Hockey?
2. Will they also be doing conversions of John Madden '92 and Robocod?
3. Should I buy Super Soccer on the SNES when it comes out?
4. I was truly shocked to read about the SNES version of Pitfighter. I just can't understand why a brilliant conversion wasn't made. They even managed to bang together a half decent Megadrive version. I know the SNES can handle this so why hasn't it?
Robin Norton, Daventry
JAZ: 1. I saw SNES EA Hockey at the CES show, and it looked identical to the Megadrive version. 2. Neither are scheduled for conversion as yet, but I wouldn't rule out the possibility. 3. It's up to you. 4. Crap programming and dreadful quality control maketh the disastrous game.

HIGH RISE

Dear Jaz
After reading your brilliant article in issue 20 on SNES Vs Megadrive, me and my friend still seem to have differing views on the machines. He thinks the Megadrive is better whereas I think the SNES is better. So could you please answer the following questions for us:
1. Which has the best graphics, sound, and which is the best overall machine?
2. How much will a SNES game cost? I've seen F-Zero, Super Tennis, Super Soccer and Super R-type for £40 but my friend still thinks they cost £45.
3. Finally, has Streetfighter II (SNES) got better graphics than Two Crude Dudes and Streets of Rage (Mega), and is it generally a better game than them both?
Keith Milner, Wokingham, Berkshire
JAZ: 1. I can't be bothered to go into it again. Read the feature properly - the answers are before you. 2. It depends on the shop. 3. Yes.

FOUL AXE!

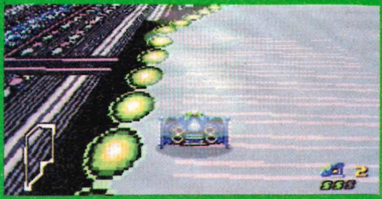
Dear Jaz
I have some questions. Will you questions for me.
1. Will Lemmings come out on the Gameboy?
2. Will you be able to use colour Gameboy cartridges on the original Gameboy?
3. Will New Zealand story come out on the Gameboy?
4. Is Ninja Boy on the Gameboy any good?
Robert Beaumont, Worcs
JAZ: 1. Yep. 2. No. 3. No. 4. No.

ETHEL'S WILLY RIP

Dear Jaz
Could you please use your wealth of knowledge to answer the following questions:
1. Will the ace coin-op Crude Busters be appearing on any consoles, and if so, which ones and when?
2. I read in another magazine that the official SNES will come with the games Pilotwings, Super Tennis and Super Soccer as well as SMB4. Is this true or a load of dingo's kidneys?
3. When the hell is Megaman 3 coming out officially on the NES? It has been out in America for years!
Scott Baker, Wolves
JAZ: 1. Where have you been? Two Crude Dudes AKA Crude Busters is already out on the Megadrive! 2. Get frying them kidney's boy! 3. Sometime during the Autumn.

A GIRLIE PURSE

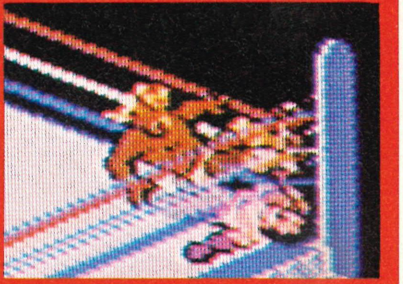
Dear Jaz
1. When is UN Squadron appearing officially for the British SNES?
2. How many levels have you found on Super Mario World?
3. Which in your opinion is the best

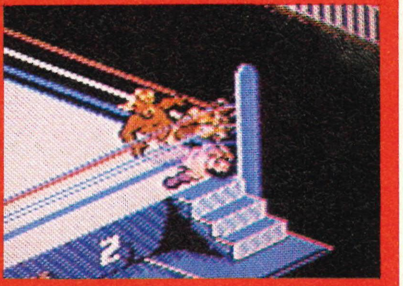


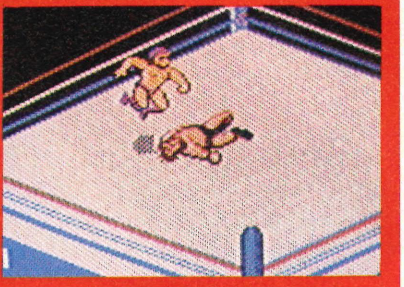
F-Zero?
4. In Super Tennis when you change sides the court revolves. Is that sprite rotation?
James Tedstone, Gwent, South Wales
JAZ: 1. September. 2. 96 - but I'm a smartass. 3. F-Zero. 4. No, it's background rotation.
game out of Super R-Type and

CAN YOU STUFF A TURKEY?

Dear Jazza
Could you please answer these questions for me.
1. In issue 20 you said that Pitfighter for the SNES is total crap. Will any improvements be made on the official UK version?
2. What are the best three shoot 'em ups for the SNES?
3. What game is the best out of the following games: Super Mario IV, Contra Spirits, and WWF?
Robert Mclean, Invernesshire, Scotland
JAZ: 1. It's not scheduled for release, and even if it does ever appear, there chances of a re-write are slim to say the least. 2. Axelay, Super Aleste, UN Squadron. 3. Super Mario IV.







Q+A

USER FRIENDLY

please answer them?
1. Will my official SNES work USA SNES carts without an adaptor?
2. Does Final Fight contain all six arcade levels?
3. What is so special about the YB King joystick for it to cost so much?
4. Will the Super Scope work on the official UK SNES?
5. Is there a UK/Jap converter for the SNES? If so, how much does it cost?

Paul Morris, Walsall

JAZ: 1. Nay. 2. Nay. 3. Dunno. 4. Yea. 5. Scan the import ads for prices and availability.

FRYING TONIGHT!

Dear Jaz
I bought a Megadrive about a month ago, and I am extremely perplexed by the games market. Since I am on a tight student budget, full price games of £35-40 are out of my price range. I've noticed in mail order ads that Jap games are considerably cheaper than UK/USA versions. Would you recommend I get a Jap converter and buy these games or are there hidden disadvantages?

Jonathan Gyngell, Bedfordshire

JAZ: With older games there are no real hidden disadvantages other than Japanese instructions. The only other thing to watch out for is that some newer ones don't work on British Megadrives, so check out the compatibility before you buy.

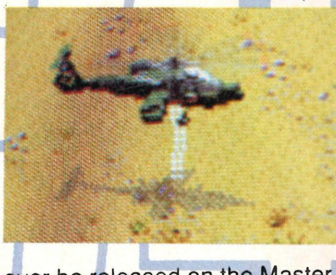
I am fifteen years old, and have a year left at school. I am interested in taking up a career in journalism, particularly computer journalism. I would like to know what particular qualifications you and the other MEAN MACHINES staff writers achieved. Do you enjoy your job? There must be a lot of overtime involved in the job, but you all seem to have a great laugh (except Gary Harrod). Would you recommend a job in journalism?

L M Flaherty, Wolves

JAZ: A brilliant writing ability is essential, rather than concrete qualifications. But that's not to say that it's not hard work. A brilliant writing ability is usually a by-product of hard work at school and college. It's a fun job and is one I'd recommend to try (but then I'm biased), but it's not all fun - it's very tough. We'll be running a feature on this line of work in the not-too-distant future, so keep your eyes peeled.

FISH, CHIMPS AND MUSHY BEES!

Dear Jazza
I am thinking of buying a Master System II and would like you to answer these questions:



1. Will Road Rash or Desert Strike ever be released on the Master System?
2. What do you think of the following games: Donald Duck, Outrun Europa and Golden Axe?
3. Finally what do you think of these extras: the Sega rapid fire unit and the Sega control stick?

Nick Minchin, Harpenden, Herts

JAZ: 1. No. 2. Great, ok, great. 3. Jolly and jollyish.

IT'S A DOG'S LIFE

Dear Jaz
I have some questions that I hope you can answer.
1. How much will the Super Nintendo joypads cost separately?
2. When will the Super Nintendo CD system be released?
3. Will there be a light gun for the Super Nintendo?
4. Can you connect the Super Nintendo to an Amstrad CPC-464 monitor?

Sam Lewis, Surbiton, Surrey

JAZ: 1. About £10-£15. 2. Next year. 3. Yes - we covered it last month. 4. No-o-o-o-o.

SCORE 12750
2 09
07
55
SCORE 18550
2 26
05
88

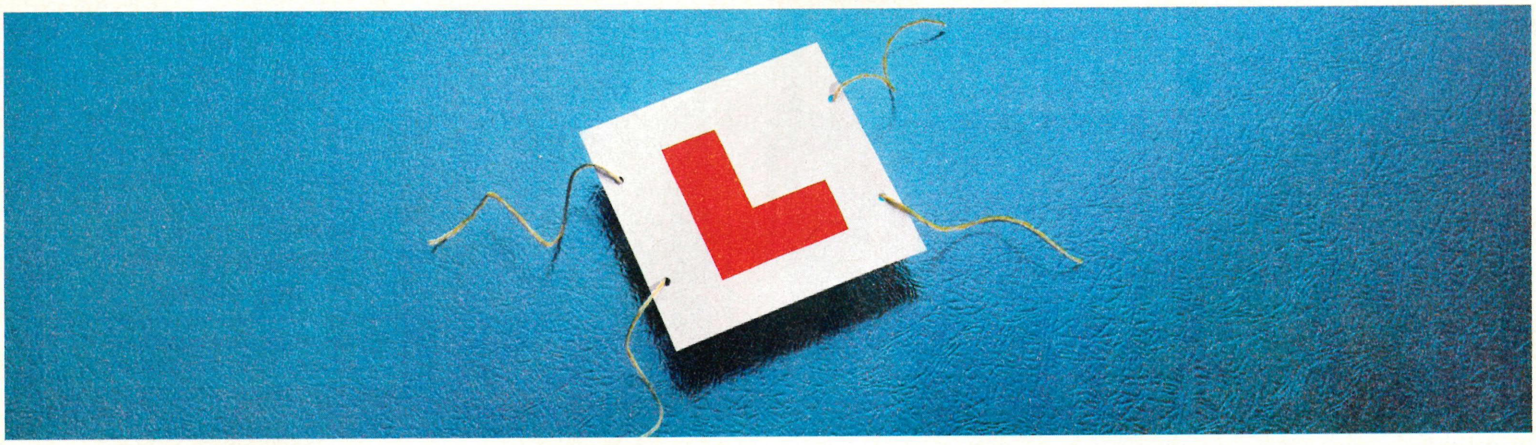
WHO'S HUW JANUS?

Dear Jaz
I am another one of those PROUD Megadrive owners, anyway please please please could you answer these questions for me.
1. When will Aliens 3 be out for the Megadrive and is it any good?
2. Which game would you recommend, Strider or Decapattack?
3. Will Sonic 2 be a two-player?
4. Is Bioship Paladin any good?

Alex Manning, Oulton Broad, Lowestoft

JAZ: 1. Read the preview later on this issue for all the details 'n' stuff. 2. Strider I suppose. 3. Yes, but not simultaneous as far as I know. 4. It's okay, but nothing to wet your knicks over.

ONE PIECE OF PLASTIC YOU WON'T FIND ANY OTHER BANK OFFERING YOU.



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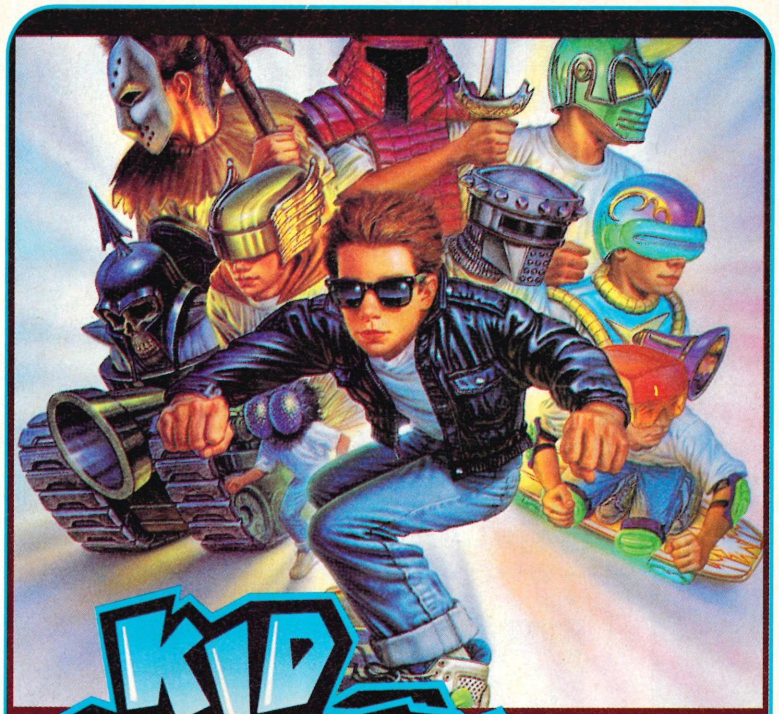
TIPS

Welcome to the MEAN MACHINES Tips Section, the part of the mag that we see fit to devote to helping you lot get the most out of your games. In this month's special, generous helping of tips-related malarkey, we've got amazing sections on the Super NES version of Smash TV, along with the full low-down on the Game Genie - the ultimate cheat machine for the Nintendo! Remember that there's £150.00 worth of software for the best tips so send your stuff into MEAN MACHINES TIPS, MEAN MACHINES, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.



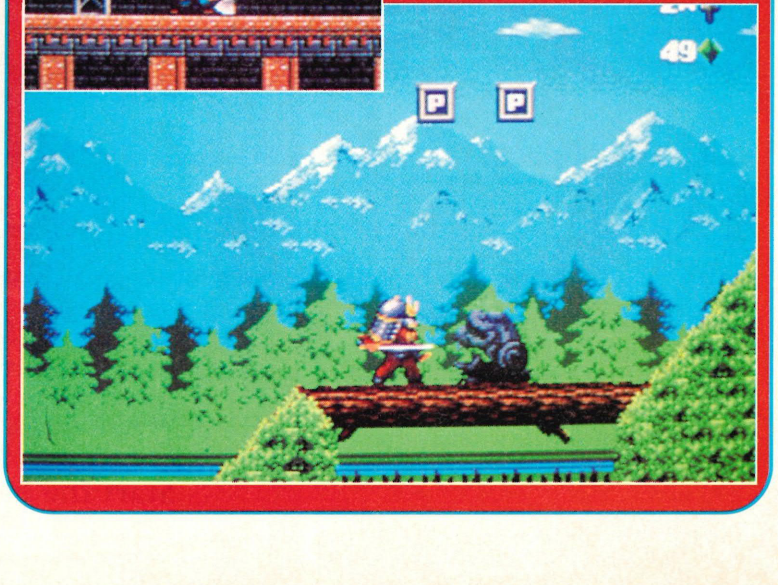
KID CHAMELEON

Paul Worthington (for it is he), who hails from Manchester is quick off the mark, providing some topper hints 'n' tips for this decent enough platform game.

Turn on the machine and leave the demo running until the MANIAXE character appears. Start the game and go to the first bonus stage, "Elsewhere". Collect the Cyclone helmet and exit to under the skull mountain level. Go down the first slope (with the spikes at the bottom) and on the second slope jump up and hurricane along the top of the screen until you reach a small gap. Go into the room and smash the blocks to receive 50,000 points!

Return down the passage you entered and the screen should freeze and start to flash various colours. You should now be at the "Woods of Despair" level. You should also have six lives and a massive 1,000,001 points!

Mr Worthington also has another interesting tip. It involves you first completing the first stage in under 20 seconds to receive a speed bonus of 10,000 points. Also, if you do not collect anything, you get 5,000 extra points! Yay!

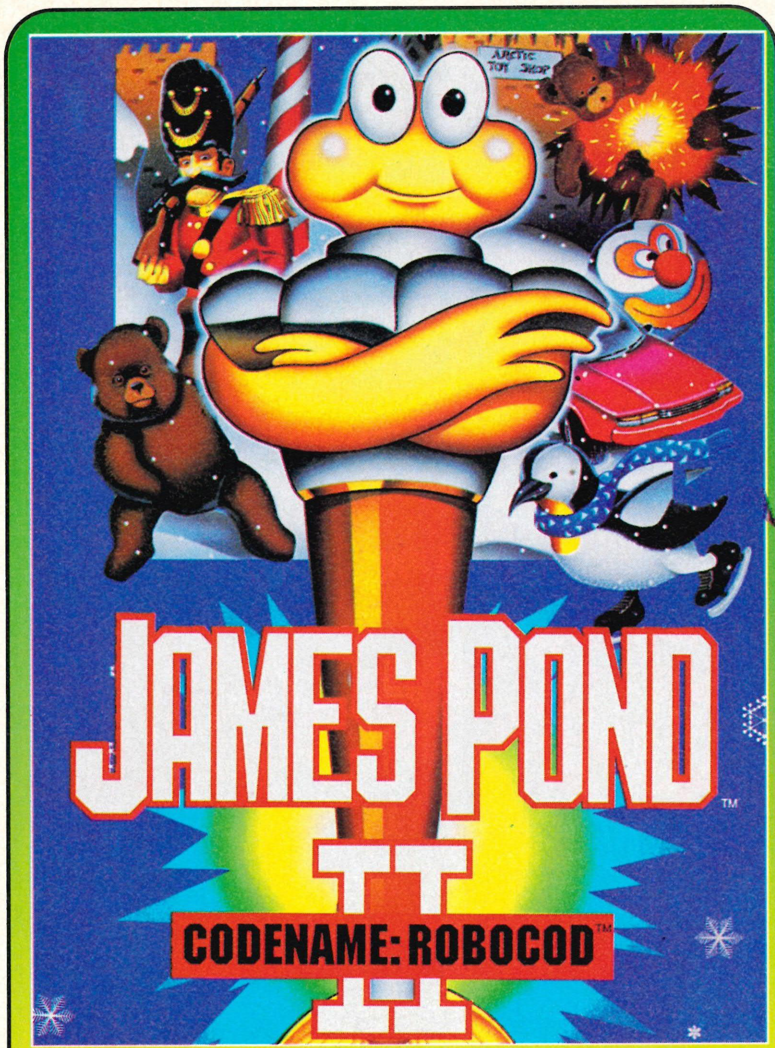


The Duel
TEST DRIVE II™

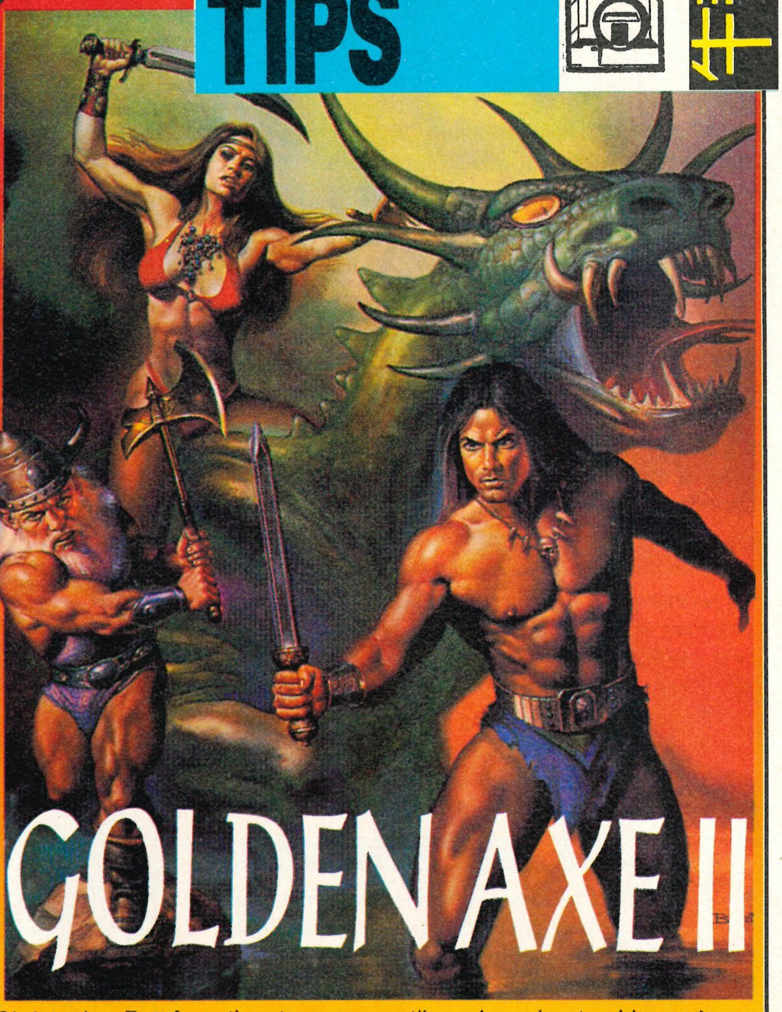
This "cheat" enables you to find a secret options menu in the game. It's quite simple really. All you have to do is simultaneously hold down **A, B,** and (no surprises here), **C** whilst driving. This option screen should now make its appearance in all its highly useful glory.

Robert Cooper from Epsom in Surrey utilised the postal service to good effect when he decided to send in this Test Drive II discovery in to us.

FERRARI
F-40
Select



Here's a tiny tip designed to help those honest Robocod players get an even more bigger score. The general idea is that you collect all of the goodies on the outside of the castle, enter a room and complete it. By this time, the goodies should have been reset, enabling you to collect them again for some more points-related tomfoolery. Thanks to Mark Milne from Fife in Scotland for that.



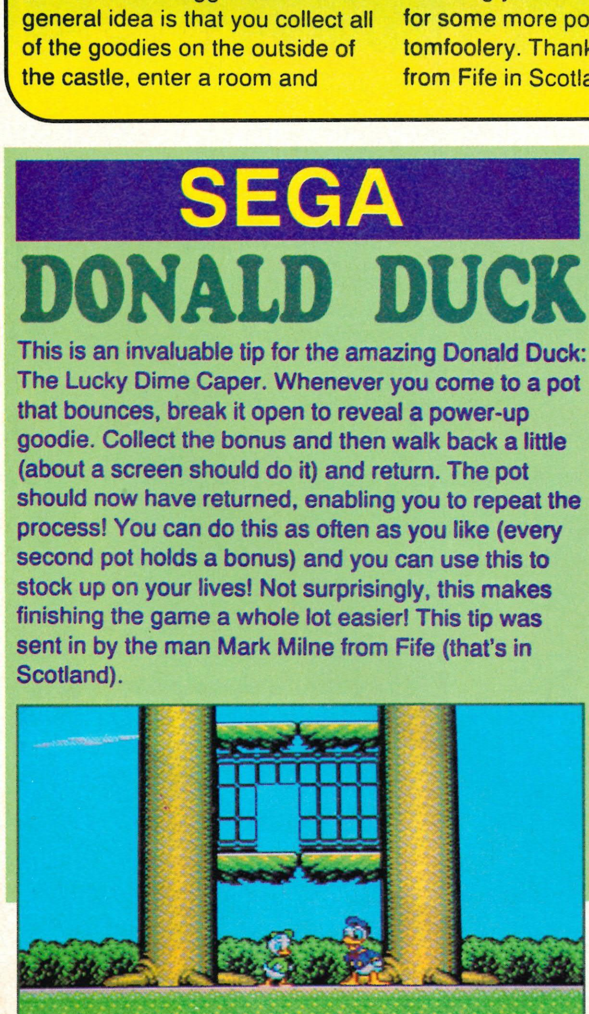
Christopher Pett from the strange part of the world known as Barmouth in Gwynedd sent in this useful piece of info for Golden Axe II!

Hold down **A** when you fight any end-of-level boss. Do not let go until you have beaten him and enter the bonus stage. You can release the **A** button now, but don't kill off any of the little wizards or take any magic books. Now when you are on the next stage you can use spells whenever you like!

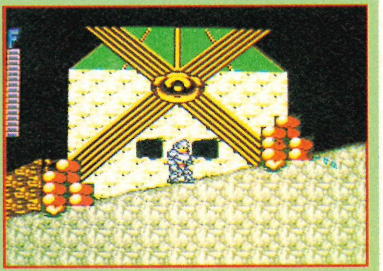
SEGA

DONALD DUCK

This is an invaluable tip for the amazing Donald Duck: The Lucky Dime Caper. Whenever you come to a pot that bounces, break it open to reveal a power-up goodie. Collect the bonus and then walk back a little (about a screen should do it) and return. The pot should now have returned, enabling you to repeat the process! You can do this as often as you like (every second pot holds a bonus) and you can use this to stock up on your lives! Not surprisingly, this makes finishing the game a whole lot easier! This tip was sent in by the man Mark Milne from Fife (that's in Scotland).



GHOULS 'N' GHOULS



Here is a priceless piece of A1 info from L Caunt of Walsall. When the monsters are falling onto your knight in this scrolling platform game, press **PAUSE** and hold down the **B** button. You do move slower, but on the other hand, you cannot die!

THE SIMPSONS

"Dear MEAN MACHINES," writes Craig Brand. "I have completed Bart Vs the Space Mutants for my NES and have managed to get a few cheats for it."

LEVEL ONE

Jump on the 'phone seat and select the coin to ring up Moe's Tavern. Remember to buy the key, whistle and magnet. The key (if used outside of the retirement home door) warps you to another part of the level. It has the same effect if used outside of the block of flats too. Use the whistle underneath the last window of the window of the retirement home to get some cash out of Grandpa Simpson (??).

LEVEL TWO

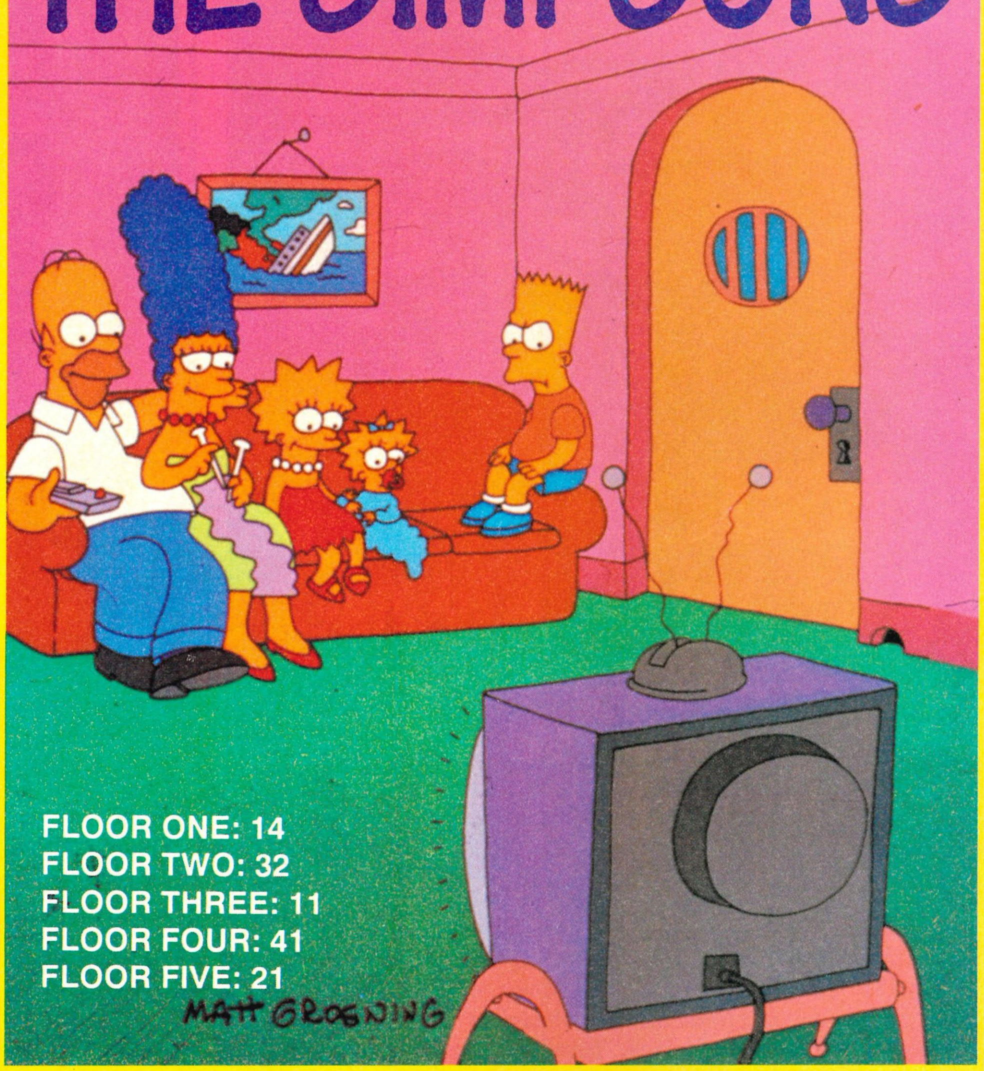
Jump up three times on the third piece of candy at the first cement section to take yourself safely across. Collect the coins from the first bin after the cement then jump on it again to get a 1-UP. This also works on the first bin after the second escalator, but jump on it three times. Try this on the bin between the magic wands as well. Remember though, you MUST collect the coin or wait around until it disappears.

LEVEL THREE

Select the magnet before playing the numbers game so you will not lose. On the big Krusty face, fall off the red platform onto his chin to collect the 1-UP. Then jump up and you should go down his throat to enter a fine bonus coin stage.

LEVEL FIVE

These are the combinations for the nuclear power plant. Use these to complete the game. However, you MUST rescue Maggie in level five because you use her dummy when you take care of the last fuel rod.



FLOOR ONE: 14
FLOOR TWO: 32
FLOOR THREE: 11
FLOOR FOUR: 41
FLOOR FIVE: 21

LOW G MAN

A couple of months ago, I printed loads of Low-G Man codes, as sent in by Andrew Biggin from Rotherham. Well, a couple of days ago I unearthed his letter again and thought you might like some of the other tips he proffered, most notably tips for every end-of-level boss. There's lots to digest here, so I'll only print half of these tips, and save the rest until next month.

ROBOCRANE

To defeat Robocrane, you can blow the top part off with the walker vehicle you commandeered earlier. Now just jump on top of the crane and stab the driver with your spear.

LUMPY

Easy! To defeat the bizarrely monikered Lumpy, just freeze him and stab him with the spear. A piece of cake.

METAL HEAD

To defeat Metal Head, freeze the two moving platforms and then jump on to them. Once you're there, jump onto his shoulders and freeze the guns. Destroy them and then jump on to his head and keep stabbing down.

AIR SWIMMER

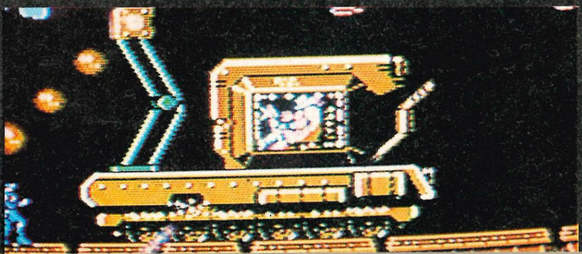
Air Swimmer is very easy to defeat once you know how. Just use the boomerang as this hits him up to three times. Concentrate on dodging the icicles and you should be okay.

SPIRON

Spiron is a tad trickier than most of the bosses the game has to offer. You need to keep freezing him and then attacking him with your spear. Failing that use all of your weapons on him in one deadly assault, and if that doesn't finish him off, it's back to the spear.

SUPERSUB

A bit of trial and error is required here as you need to find a spot where you can't be hit by the alien's bolts. When the sub dives down he should miss you and you can skewer him with your trusty spear.



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SMASH TV

These topper tips from David Jeffrey from Glasgow were supposed to appear in our fine Smash TV maps special, but unfortunately, we lost the letter and have only just rescued it from the murky depths of the MEAN MACHINES trash can. Still, this mega tip enables you to add extra lives and continues to the game!

Go to the player/skill selection screen and push the D-pad down to the skill level selection. Now press and hold the **L** button and while you are doing this, press and hold the **R** button. With these buttons depressed, push **UP** on the control pad. Now you will hear a "bingo!" and a screen should appear that lets you increase your lives and credits!

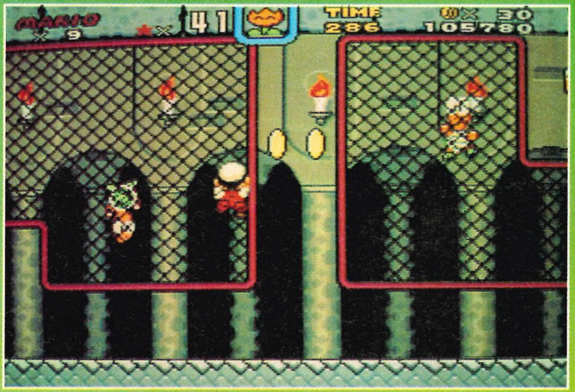
Also, you might be interested in this fine Smash TV sound test. Just go to the player/skill selection screen and press the two top buttons on the pad in this order: **L, R, L, L, R**. Once again you will hear a "bingo!" and the sound test screen should make itself known.

SUPER
OFF ROAD
TM
TOYOTA
MICKEY THOMPSON
STADIUM
OFF-ROAD
RACING SERIES

Christopher Pett from Barmouth in Gwynedd sent in many tips for publication in this fine tome that is MEAN MACHINES. This cheat for Super Off-Road grants you infinite continues. All you have to do is start a two-player game, but DON'T use the other player! Simple.

SUPER MA

This game is crying out for a massive tips special, but before we can get that together, here's a whole host of topper tips to keep Mario fiends going. These tips enable you to locate all of the coloured switches. Sometimes you might come across an empty brick which has a coloured outline. Find the right switch and these blocks fill themselves and often contain useful power-up goodies. Here's the location of all of them (apart from the yellow one, which is ridiculously easy to locate after all). After that are some more extra special tips.



BLUE SWITCH

This is a key room (that is, you need a key to enter it) and is found in Forest of Illusion Two. Find the ? block on its own, halfway through the level and at the bottom of the screen. Walk to the left and you go through the wall. The keyhole is here.

GREEN SWITCH

Find Donut Planes Four (it's underground) and go up the green exit pipe. At this stage you'll need a cape. In the room you arrive in, there should be four blocks going up. About where the fourth one is, look out for the key and keyhole. This are located directly above this position.

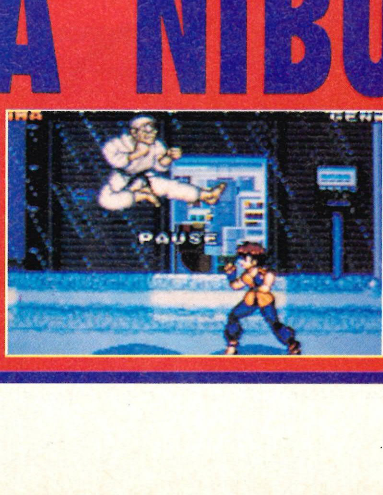
STAR WORLD ZONE

Get to the bottom-most Star World (number five) by finding the secret room in Bowzer Valley Four. Obtain a blue Yoshi from Star World Two and enter Star World Five. Eat a Koopa and keep **Y** pressed down whilst flying. When you reach a platform three blocks

RANMA NIBUNNOICHI 1/2

The neatly alliterative Francis Fung sent in this amazing set of tips for Ranma Nibunnoichi 1/2!

In the one-player mode, you can select any one of the eight characters by holding down the **L** and **R** buttons on top of the Super NES controller. Just keep these pressed down and move **LEFT** or **RIGHT** to select your character!



Also, in one-player mode, you can even choose your opponent by repeating the same process I described earlier, but using joypad two!

If you have selected the same character as the one you want to fight, you can't start the game by

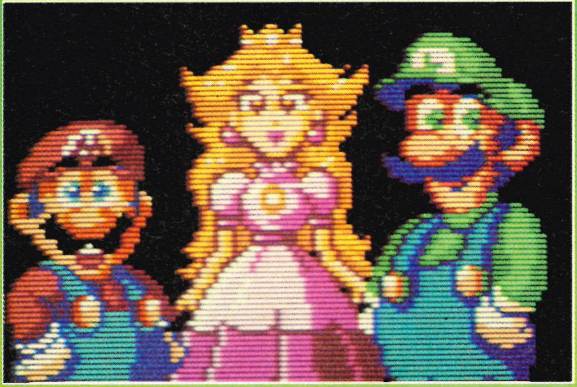
PAUSE
CREDI

RIO WORLD

long next to three red Koopas, land on it and spit out the old Koopa. Get a new one from the three mentioned earlier and fly upward to reach the secret keyhole and ready yourself for a whole new challenge!

VANILLA DOME WORLD

You need the red switch activated for this. Proceed through the first level in this area as normal until you reach a "ladder" of red ! blocks. Hit the climbing plant block and "voila!", as those cheeky French chaps might say at this juncture.



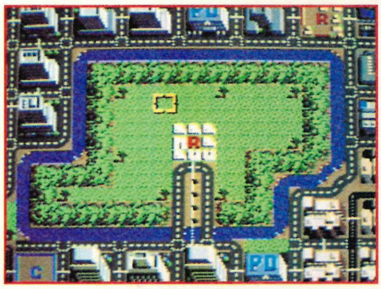
EXTRA LIFE BONANZA

Find Star World Two. As you enter, pick up the star and proceed to touch as many enemies as you can. After hitting a few, every one you hit gives you an extra life. Hit the next block to get another star and repeat the process!

SIM CITY

This is yet another tip from the man known only to us as "David Jeffrey from Glasgow". This little cheat enables you to get more maps on the Super NES version of Sim City.

All you have to do is select **START NEW CITY** on the menu screen and then choose any map number between one and 999. **OK** the map you want. Go into the map and choose the **GO TO MENU** icon at the top of the screen. Do NOT save this. Instead, choose **START NEW CITY** again on the menu screen. Wait, and the same map that you chose earlier will turn out to be a new map with the same number! This works on any map, giving you a total of 1,998 screens.



SUPER TENNIS

Sunderland AFC rule! Nr it least, so it says on Philip Anderson's letter to the Tips Section. Let us hope that these tips for Super Tennis are a mite more accurate. They give you vital info on every major championship in the game. Hurrah!

RIO

Don't bother entering this. The rewards just aren't worth the bother it causes your player.

MELBOURNE OPEN

Enter this tournament. It's on the hard court (which has the highest bounces - ideal for beginners) so it's quite easy. The top players enter though, so this is a good chance to test your skills.

NAIROBI OPEN

This is a good tournament to enter and gain points in quite easily. It's played on the lawn and not many top players enter, so it is fairly easy.

PARIS OPEN

This is a hard tournament as it is played on the clay court. This is a major tournament, so if you're not very good you'd better start praying **(great tip, that one - Rich)**.

BEIJING OPEN

This is an easy tournament, but not worth playing as your player is already tired from the last three events. Save your energy for the next.

LONDON OPEN

Wimbledon! Definitely have a go at this one. It's on the lawn court and all the top players enter. This is a good test for those who think they've honed their skills to the max.

TOKYO OPEN

Enter this tournament as you should find it quite easy. It's on the hard court and not many top players enter this event.

NEW YORK OPEN

The last tournament on the circuit should be attempted. It's on the hard court and ALL the major players enter. It's definitely a difficult challenge, but if you win, you are treated to a mega end-sequence. Hurrah!

pressing **START**. However, you can solve this problem by holding down the **L** and **R** buttons again, this time in conjunction with the **A** button! Do this combination with joypad one.

Finally, on two-player mode, both of you can use the same person to challenge each other. First of all, choose the same characters as per the usual method, but player one (who presumably is using joypad one) has to hold down **L** and **R** and press **A** to start the game.

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DONALD DUCK

Here is the complete lowdown to Donald Duck: The Lucky Dime Caper for the Sega Master System. Add these tips to the lives cheat we've printed earlier and you should have to problem in defeating this topper game. Thanks to James McGuire from Manchester for this invaluable guide.

1 STAGE ONE

This is a simple level. Just keep hitting every bee and mushroom for extra lives and bonuses. To defeat the bear, face him and stand your ground and keep whacking him. If you have four stars, you'll beat him with ease.

Donald lives it up at the South Pole.

2 STAGE TWO

Do your best to avoid the vultures, snakes and other hazards, but don't worry if you lose your weapon before you face the lion. To beat this foe stay in the middle of the screen and jump over him when he runs at you. Now, when he is to the left of you, jump on his head and he will rush back to his starting position. Repeat this process.

3 STAGE THREE

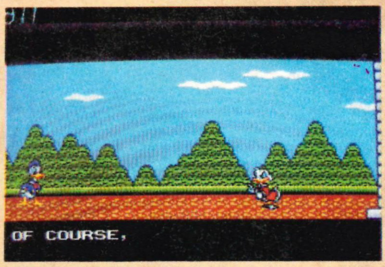
Break the vases to get a nice stash of extra lives. On the section where you have to jump across the platforms with spikes below, try to get five stars. You should be able to rush across half of this treacherous stretch. For the rest, jump from platform to platform, avoiding the blue cubes. At the end of the level, try to have a hammer or frisbee (the hammer is quicker). With the hammer hit each statue twice and then whack the yellow shape that comes out of them. With the frisbee, fire upwards at the statue about eight or nine times. Then fire at the yellow shape as usual. If you have neither weapon, you will find this section very difficult indeed!

4 STAGE FOUR

There's not much advice we can give you here, but try to get the frisbee during the course of the level. To defeat the boss, follow these instructions. Stand in the middle of the screen. When the black duck appears, jump up and fire the frisbee at him. He moves to the left. Turn, jump and fire. Repeat until he dies.

5 STAGE FIVE

To avoid the hideous death associated with the sandtraps, just keep jumping. Inside the pyramid there are several bonus rooms. Enter these to obtain extra lives! Collect the key in the room that is second to last at the left end of the pyramid. This key opens the door at the right end of the pyramid, where you fight the end-of-level boss. Defeating the boss is simple. Just keep jumping up and whacking the black duck until he falls.



OF COURSE,

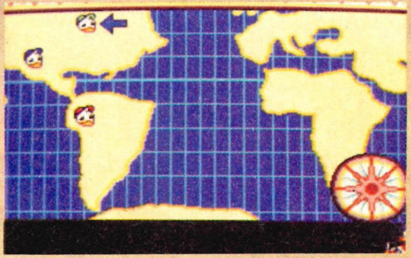
A quiet moment for our hero!

6 STAGE SIX

The South Pole! Reaching the boss is easy. Just choose any route in the caves and the path should eventually lead to the end-of-level guardian. To beat this guy, just keep whacking him until he falls. It really is that simple, but keep your eyes peeled for the potentially fatal block of ice.

7 STAGE SEVEN

This is the final level - Magica de Spell's castle! Watch out for mirrors, portraits and hats and remember that you can jump on anything! This is the path to getting loads of bonuses and collecting a large score. When you're on the green lift section, don't stay on the lift too long as you'll get impaled on some spikes! When you reach Magica de Spell's sanctum, keep jumping on the round object on the table in the centre of the room until your nemesis bites the dust! Easy, or what?



Rescue Donald's nephews in these locations!

SMASH

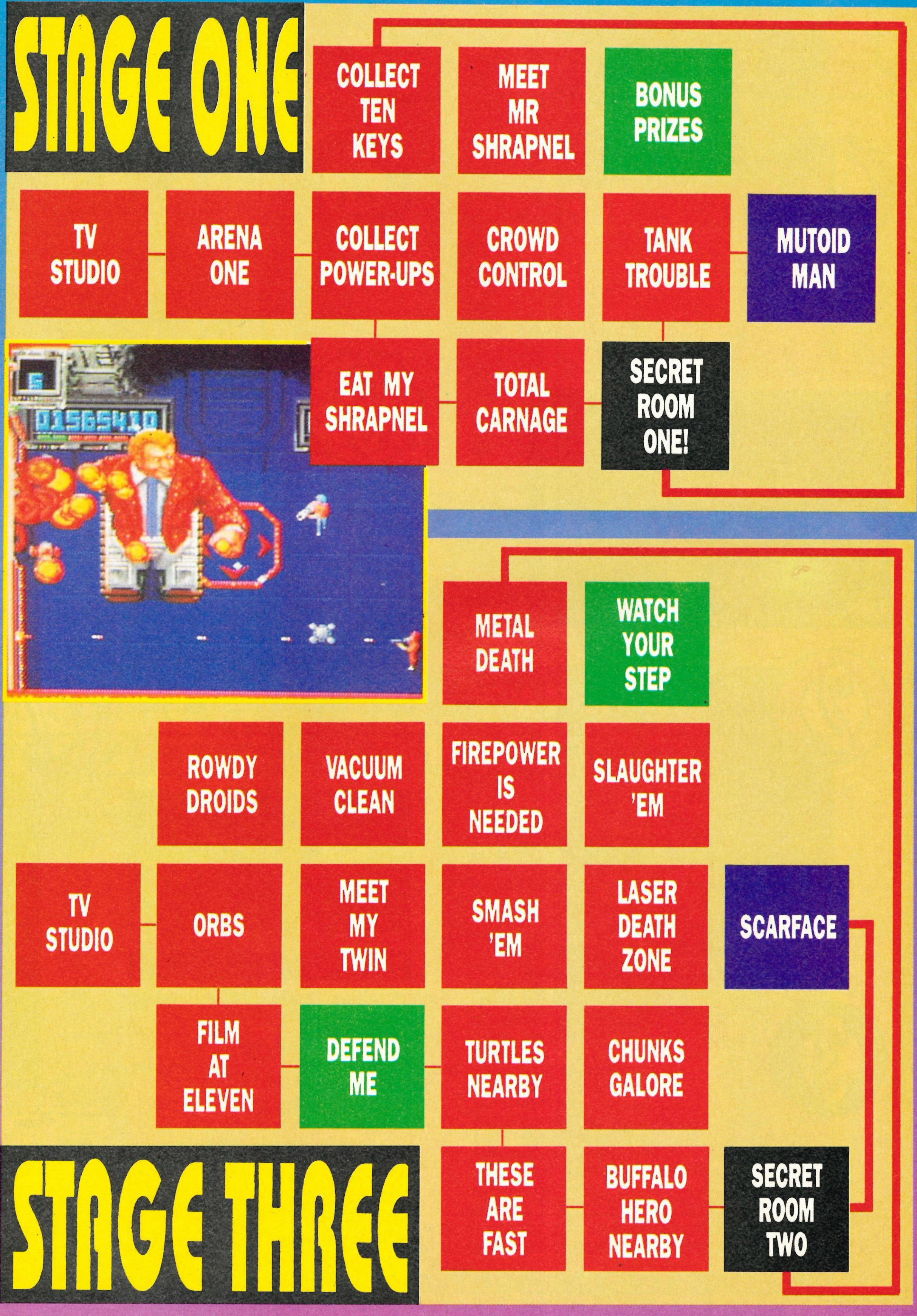
This month we've been deluged by maps 'n' tips for this Acclaim shoot 'em up stormer. Perhaps the best of the bunch was from Alan Wong, who provided the clearest maps. These maps, along with his amazing tips, are reproduced here for your benefit. Hurrah!

THE PLEASURE DOME

To get into the Smash TV Pleasure Dome, you need to collect ten keys as they appear throughout the whole game. Once you get to the room tagged with the question mark, you should collect the final key and warp instantly to the Smash TV Pleasure Dome! Hurrah!

SECRET ROOM SHENANIGANS

To enter the secret rooms, follow the route indicated on the maps and instead of leaving via the top exit, walk right through the door. You should enter the secret room, where bonuses are plenty! But more importantly, you get the ? icon. Collect these in all three secret rooms, the Pleasure Dome and the final boss for a total of five ? icons. There will be a new special ending for the game and you are treated to a special "turbo" level! You have seven lives and seven credits to clear this special stage!

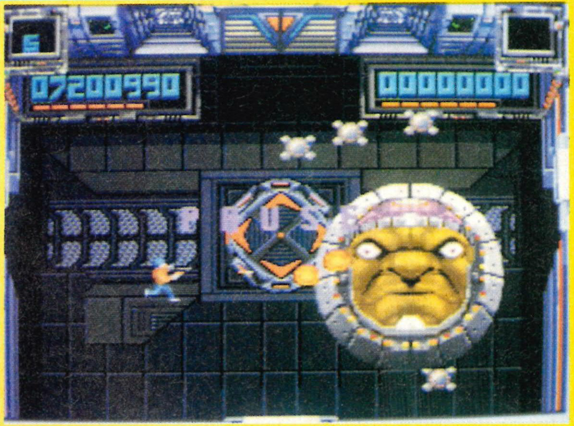

STAGE ONE
COLLECT TEN KEYS
MEET MR SHRAPNEL
BONUS PRIZES
TV STUDIO
ARENA ONE
COLLECT POWER-UPS
CROWD CONTROL
TANK TROUBLE
MUTOID MAN
EAT MY SHRAPNEL
TOTAL CARNAGE
SECRET ROOM ONE!
METAL DEATH
WATCH YOUR STEP
ROWDY DROIDS
VACUUM CLEAN
FIREPOWER IS NEEDED
SLAUGHTER 'EM
TV STUDIO
ORBS
MEET MY TWIN
SMASH 'EM
LASER DEATH ZONE
SCARFACE
FILM AT ELEVEN
DEFEND ME
TURTLES NEARBY
CHUNKS GALORE
THESE ARE FAST
BUFFALO HERO NEARBY
SECRET ROOM TWO
STAGE THREE

TV

This smart, strutting fellow is supposed to be you!

KEY

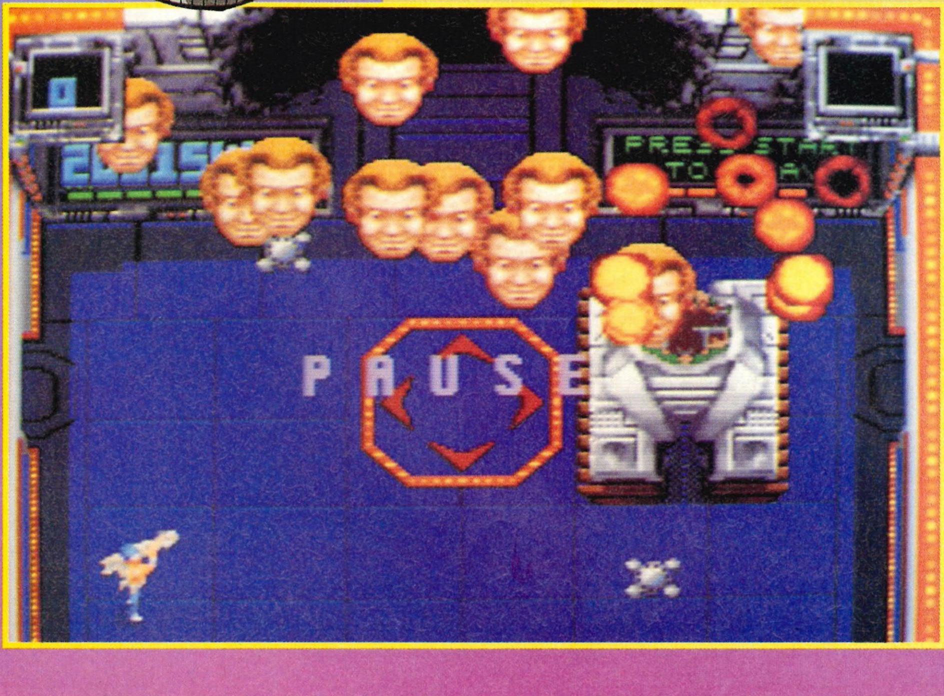
- 🟪 BOSS ARENA
- ⬛ SECRET ROOM
- 🟩 PRIZE ARENA
- — ROUTE
- — SECRET ROOM LINKS



STAGE TWO

			SECRET ROOMS NEARBY	ENJOY MY WEALTH	
	TURTLES BEWARE	EXTRA SAUCE ACTION	COBRA JUST AHEAD	WALLS OF PAIN	
TV STUDIO	NO DICE	TEMPLE ALERT	SCORPION FEVER	LAST ARENA?	COBRA DEATH
	NO TURTLES ALLOWED	TURTLE CHUNKS NEEDED	DYNAMITE COBRA BOSS	USE THE BUFFALO GUN	
			WITNESS TOTAL CARNAGE	SECRET ROOMS NEARBY	SECRET ROOM THREE

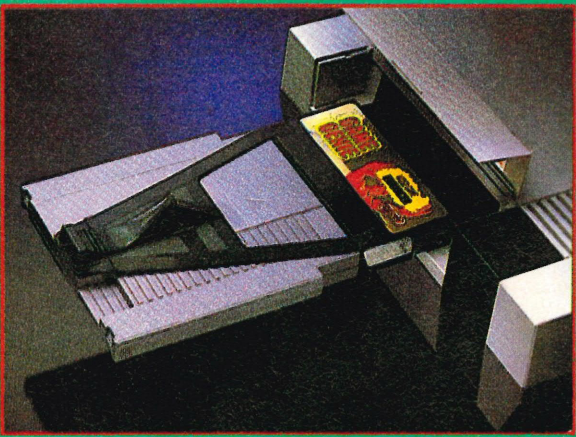
ALMOST ENOUGH KEYS	?	EAT MY EYEBALLS (MC)
	PLEASURE DOME	



From July, the much talked about Game Genie range will be officially released in the UK. These cheeky accessories allow players to enter codes into the programming of their carts with the express intention of cheating in some way, such as granting infinite energy or loads of fab power-ups. Radion Automatic reviews the Nintendo version of what could be the ultimate cheating tool!

GAME
GENIE
TM

HOW DOES IT WORK?

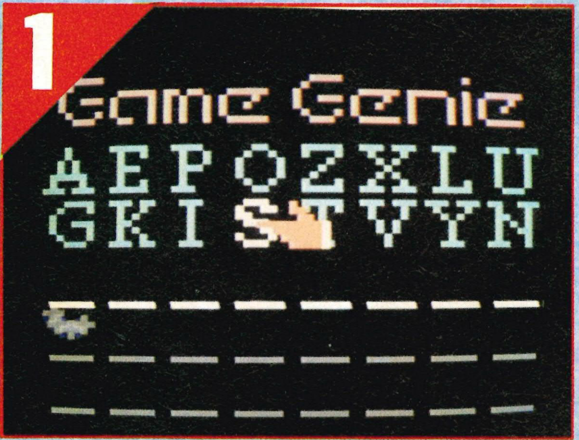


The Game Genie sits between the cartridge and the console port, allowing the game to run through it. Once the machine is switched on an option screen appears showing a menu of letters and a varying number of code slots (depending upon which machine it is running, for example the Megadrive can run five codes, topping the NES's three). Simply move the cursor around the screen with the joypad to enter the required series of letters for the cheat you want and you're away. Included with the Game Genie is a code book with codes for most of the games officially released for each machine, and a helpline has been set up for Game Genie users to get up-to-date codes on the latest games.

THE GAME GENIE IN OPERATION!

To give you a better idea of how the Game Genie works, here's a step-by-step guide to using the machine.

1



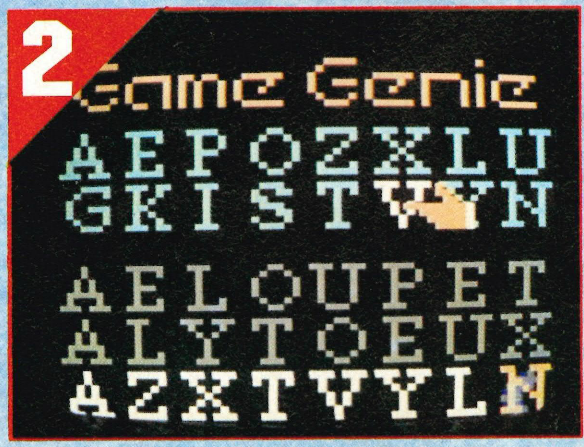
```
Game Genie
A E P O Z X L U
G K I S T V Y N

- - - - - - - -
- - - - - - - -
- - - - - - - -
```

► *A blank Game Genie screen awaits instructions.*

▼ *Using the cursor, enter your desired code.*

2

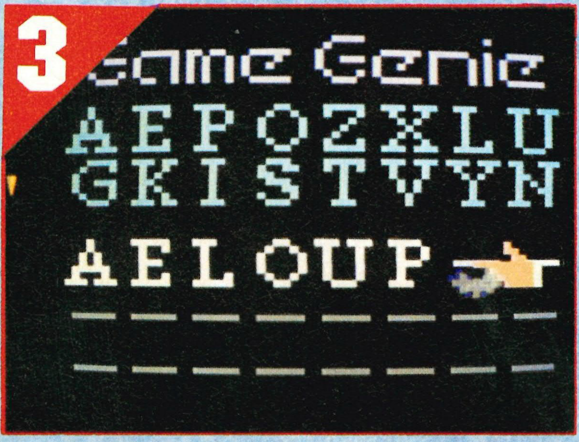


```
Game Genie
A E P O Z X L U
G K I S T V Y N

A E L O U P E T
A L Y T O E U X
A Z X T V Y L N
```

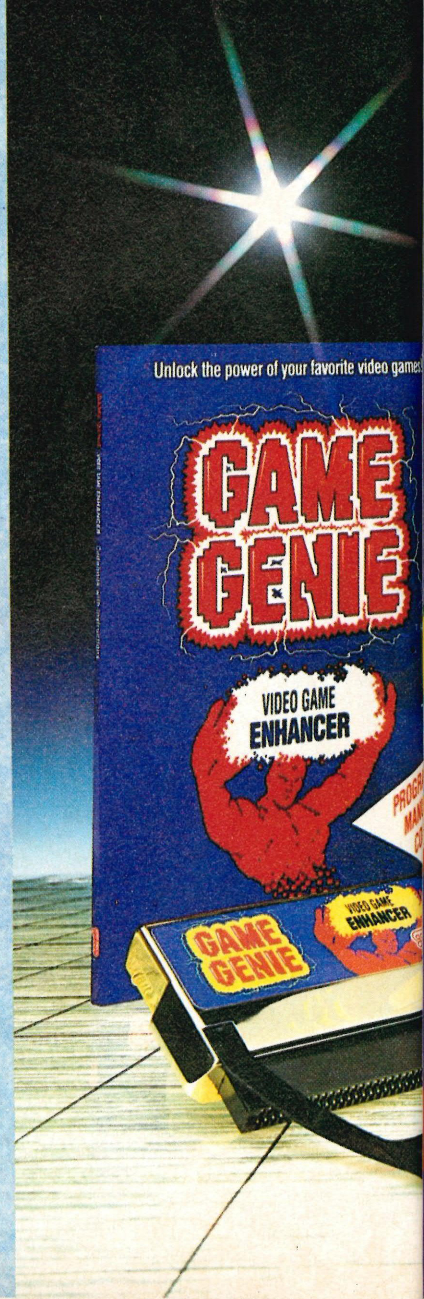
▼ *Once all your codes are entered, press START to play your "enhanced" game.*

3



```
Game Genie
A E P O Z X L U
G K I S T V Y N

A E L O U P
- - - - - - - -
- - - - - - - -
```



GAME GENIE ON OTHER CONSOLES

GAME GENIE
VIDEO GAME ENHANCER
MEGA DRIVE
galoob

The NES Game Genie release
be followed by a Megadrive
version in November and a
Gameboy version around next
February. Super NES and Gam
Gear Game Genies are also in t
pipeline. Super NES owners ha
to wait until next summer for the
machine, whilst the Game Gear
cart might not see the light of da
until autumn of 1993.

MEGA DRIVE
GAME GENIE
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RETAIL INFO A-GO-GO

The Game Genie will be available in most High Street stockists, such as Dixons and Toys 'R' Us, retailing at £39.99 for the NES version and £44.99 for the Megadrive. Prices and final release dates for the other Game Genies are still to be announced, but expect them to be in the same price bracket as the current releases.

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WHAT DOES IT DO?

The effects of the Game Genie are many and varied. Most of the codes are based on the standard infinite lives/time/energy theme, although there are a few codes which produce some interesting special effects, such as super bounce on the cars in Micro Machines or stopping the vitamin capsules falling in Dr Mario. One of the more useful effects of the Game Genie is that many codes allow you to start play on higher levels, so if there's a location you can't reach, you don't have to ruin the whole game by being invincible to get there.

HELPLINE INFORMATION

The codes are being updated regularly, but instead of publishing them in a magazine, Hornby (UK distributors of the Game Genie) and Codemasters have set up a helpline service. The line is open from 12pm to 7pm on weekdays, and from 8am to 12pm on Saturdays. This means if you buy a brand-new game and can't get anywhere after a couple of weeks you should be able to get some help, although you are advised to play the game properly before heading for the Game Genie. The helpline number is 0834 231088, and it is also open to enquiries about Codemasters console releases.

THE VERDICT

There's no denying that the Game Genie does its job admirably! There are tons of codes for just about any situation and the helpline should keep things bang up-to-date. However, over-use of the Game Genie could completely ruin your enjoyment of a game. Imagine forking out forty quid for a cart, bunging in a couple of codes and clocking it within an hour. The Game Genie is best used for the special effects codes, for making games a little harder or changing simultaneous two-player modes to make the proceedings a little more interesting. If you really are stuck, the Game Genie is certainly a boon, letting you access further levels or cheat if you so desire. If you think you can resist the temptation to go through all your games in ten minutes, the Game Genie is tops for fun and frolics, however, those with less will-power should steer clear or destroy much of their gamesplaying euphoria.

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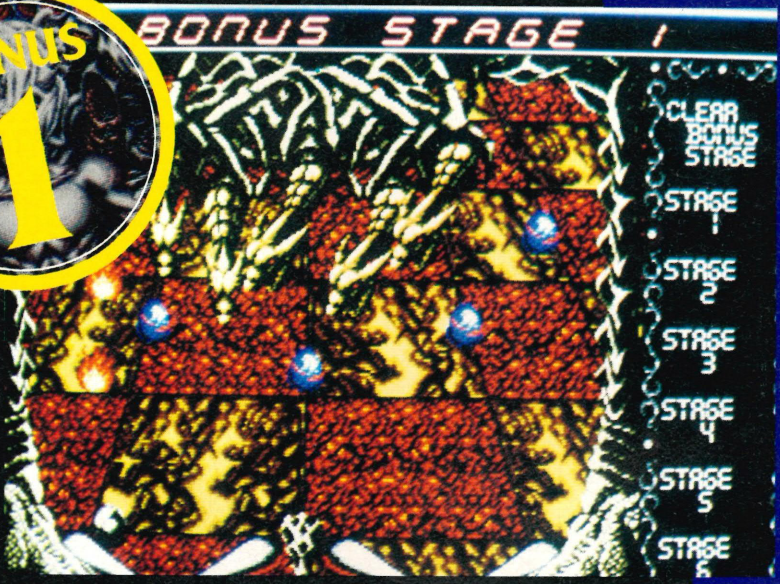
Dragon's Fury

For centuries people believed that the Devil liked nothing more than listening to the tortured screams of sinners in eternal pain. As it turns out, he would rather destroy souls via pinball. No machine from Soho to Brighton can compare with pinball in hell!

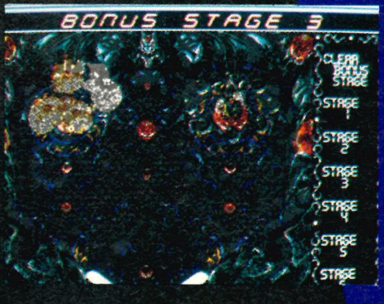
In Dragon's Fury (previously known as Devil Crash), players pit their skills against Beelzebub and his demonically possessed pinball table! This Megadrive sim is no ordinary pinball game, so challengers should expect a few breaks from convention. To begin with, the table is vast, and no end of nasties stalk its surface. There are three sets of flippers, but only falling through the bottom set loses the ball.

While scoring points is the ultimate objective, the game has some diverting ways in which to do this. Should your sphere disappear inside certain holes, the game opens up to a bonus stage where the task is something wholesome like desecrating a coffin protected by bats, or demolishing a five-headed serpent.

The action moves fast and total concentration is essential if a player is to take advantage of all the points up for grabs. Even the pinball wizards out there might need an extra helping of intuition if they want to get one up on old Nick!


BONUS 1
BONUS STAGE 1
CLEAR BONUS STAGE
STAGE 1
STAGE 2
STAGE 3
STAGE 4
STAGE 5
STAGE 6

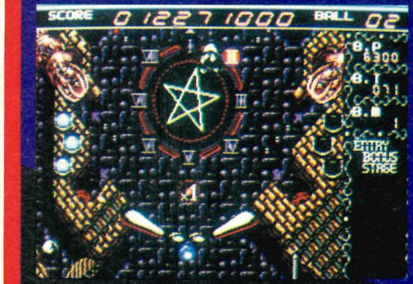
There are six bonus stages of increasing difficulty. Stage one involves killing a five-headed serpent by getting the ball to bounce off its heads. Five hits are required to dispose of each head.

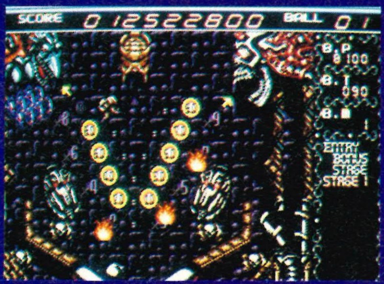

BONUS STAGE 3
CLEAR BONUS STAGE
STAGE 1
STAGE 2
STAGE 3
STAGE 4
STAGE 5
STAGE 6

Bonus stage three involves two tasks. The first objective involves destroying the two wizards. After this is done, another nasty turns up. Once he's dead the bonus points are won.

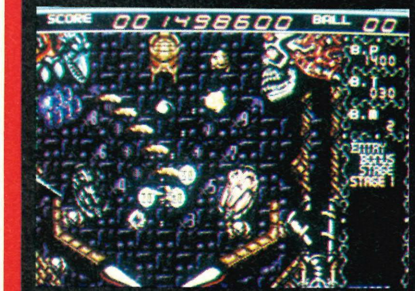
TABLE MANNERS

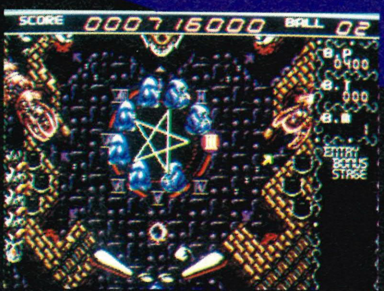
The basic pinball table contains hundreds of features. Cloaked monks, exploding larvae, flying mutants, and what look like American Football players all trundle about waiting to get run over by your ball bearing. The figure head in the centre of the table gradually changes into a mutant lizard if the ball hits the right spot, and special bonuses, like an extra ball, turn up from time to time.


SCORE 01227 1000 BALL 02
ENTRY BONUS STAGE

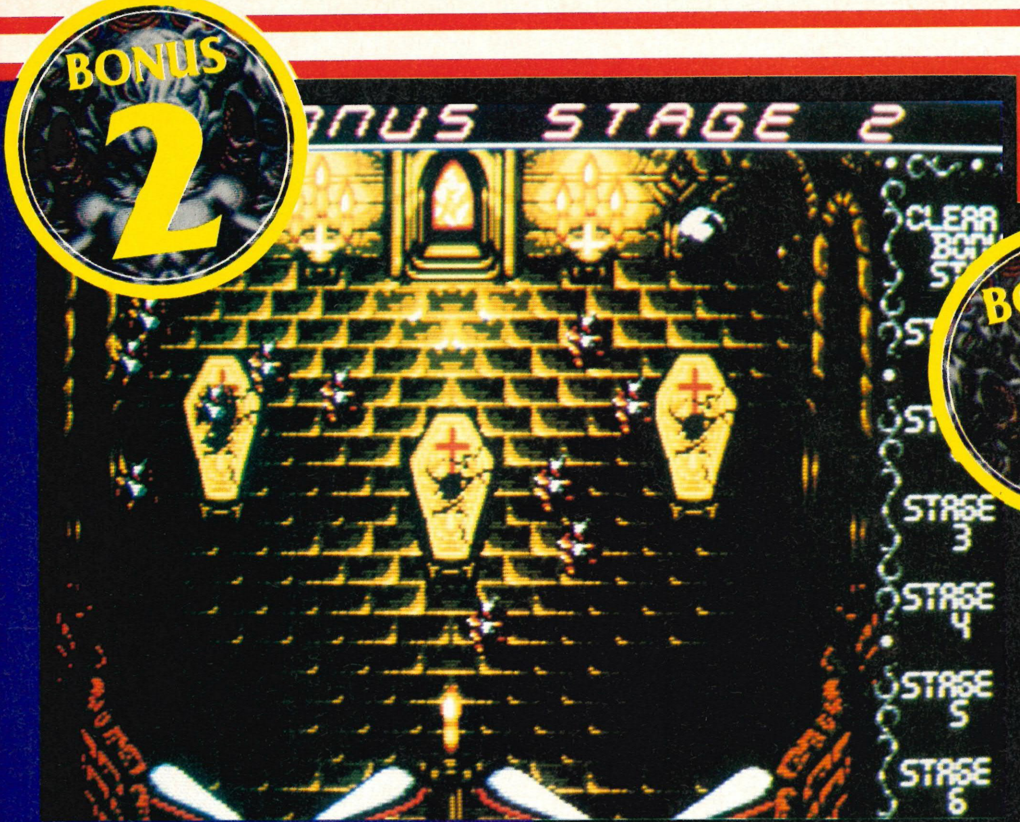

SCORE 01252 2800 BALL 01
ENTRY BONUS STAGE STAGE 1

▲ *There are bonuses aplenty on the Star Board!*


SCORE 00 1498600 BALL 00
ENTRY BONUS STAGE STAGE 1

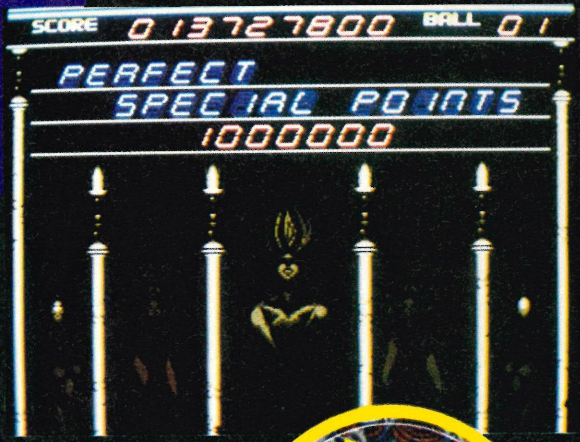

SCORE 0007 16000 BALL 02
ENTRY BONUS STAGE

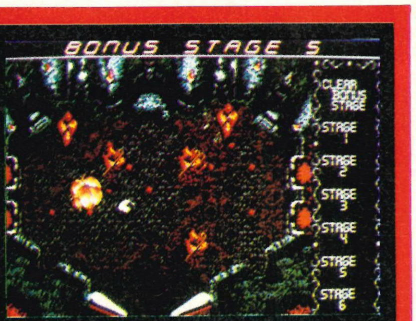
▲ *Those larvae are there to be destroyed. Go get 'em!*


BONUS
2
BONUS STAGE 2
CLEAR BONUS STAGE
STAGE 3
STAGE 4
STAGE 5
STAGE 6

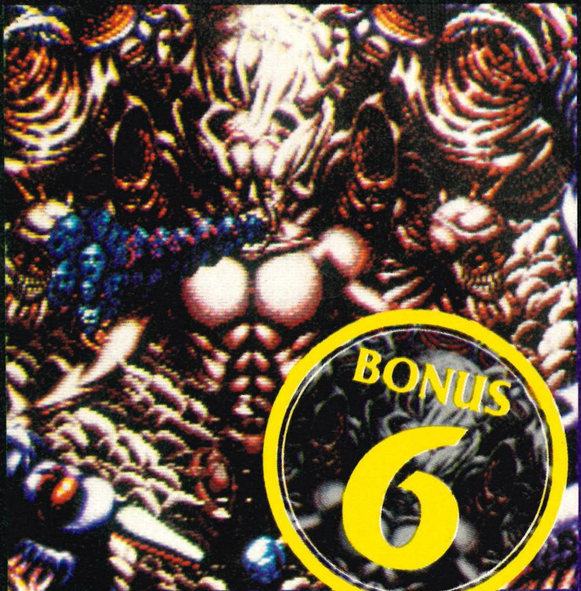
In stage two the idea is to destroy the three coffins protected by bats. Once again, around five hits on each coffin should be enough to destroy them. A million points are gained for pulling this off.

BONUS POINT
1800 X 31 X 1
X4 0
ENTRY BONUS STAGE

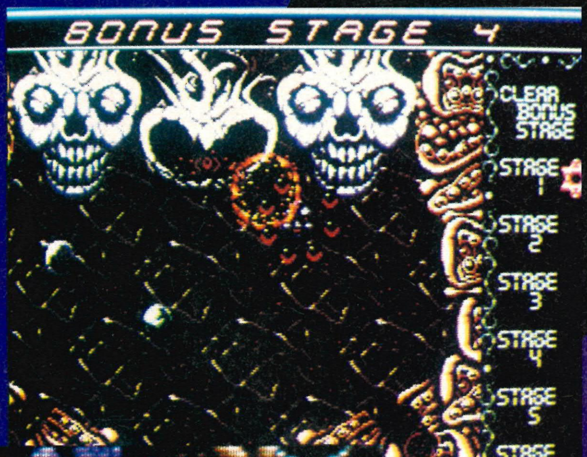

SCORE 013727800 BALL 01
PERFECT
SPECIAL POINTS
1000000


BONUS
5
BONUS STAGE 5
CLEAR BONUS STAGE
STAGE 1
STAGE 2
STAGE 3
STAGE 4
STAGE 5
STAGE 6

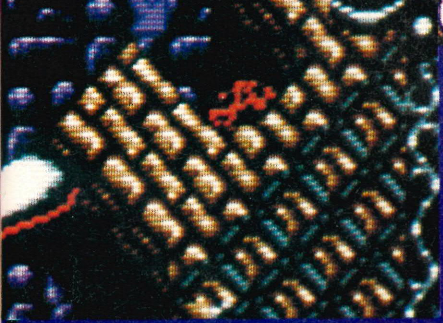
Luck as well as skill plays a part here! In stage five the idea is to hit the throne in the centre of the garden, while cloaked guards do their best to deflect the blows.



Stage six is really tough. A weird beast spews up an even weirder snake-type thing which the player must destroy. Once this is done, the beast spits out a whole host of weirder still snake-type things which must be defeated. Weird eh?


BONUS STAGE 4
CLEAR BONUS STAGE
STAGE 1
STAGE 2
STAGE 3
STAGE 4
STAGE 5
STAGE 6
BONUS
4

Stage four is an easier bonus level. All that a player needs to do is cause the skulls to explode. This jolly task is accomplished with around five hits to each skull.



HEAVENLY ADVICE

Once the spring is released, keeping the ball above the top set of flippers is the best way to build a high score. As the ball falls further down the table, not only does the risk increase of losing it, but it also means that getting back to the big-time points is a lot more difficult.

COMMENT

JULIAN

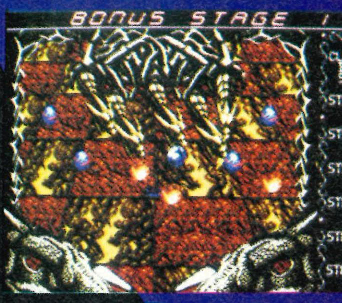
Featuring a superb, suprise-packed playfield, heaps of bonus screens and the most realistic pinball "feel" I've experienced in a videogame, Dragon's Fury (or Devil Crash as it's called in Japan) is the finest silverball simulation yet seen! There's loads to discover and I came back to it time and time again to see whether I could find new ways of boosting my score - it's incredibly addictive in that respect! The graphics and sound are both outstanding, but really it's the gameplay that makes this very original and highly unusual game well worth checking out.

COMMENT

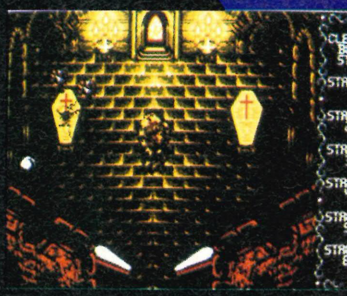
ROB

There were a few things worrying me when I set about playing this macabre pinball sim. Firstly I was worried that the inertia of the ball would be unrealistic, and secondly I feared the table would only contain static obstacles. I'm happy to say that all of my fears were quickly dissipated. The inertia effect captures the weighted effect of the ball perfectly, and the flurry of activity kept my eyes glued firmly to the screen. The graphics are state of the art, with all of the sprites expertly drawn, and some mesmerising effects on the bonus stages. All of these elements go to make the gameplay very entertaining and realistic. The only thing I didn't like about this game was the music. There is nothing wrong with it as such, the sound quality is superb in fact, it's just that my tastes veer away from the dramatic rock opera guitar solos, and the whines of a satanic wind organ. But despite this fussy criticism, it's true to say that Dragon's Fury sure makes a mean pinball!

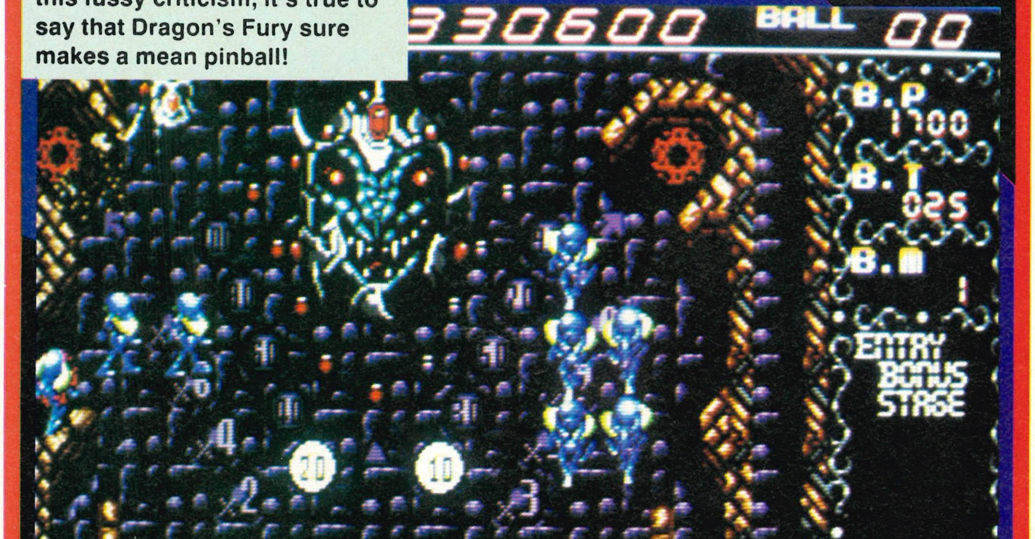
BONUS STAGE 5
CLEAR BONUS STAGE
STAGE 1
STAGE 2
STAGE 3
STAGE 4
STAGE 5
STAGE 6


BONUS STAGE 1
CLEAR BONUS STAGE
STAGE 1
STAGE 2
STAGE 3
STAGE 4
STAGE 5
STAGE 6

▲ *Urrhhh! There are many evil monstrosities in the Dragon's Fury game. This one is very dangerous.*


CLEAR BONUS STAGE
STAGE 1
STAGE 2
STAGE 3
STAGE 4
STAGE 5
STAGE 6

▲ *Here's another of the bonuses screens secreted within the Dragon's Fury game. Here, you are charged with the task of destroying spinning coffins.*


330600
BALL 00
B.P
1700
B.T
025
B.M
1
ENTRY BONUS STAGE
20
10
4
2
3

DEVIL CRASH MD
©1991 Technosoft
©1990 naxat/RED

BY: TECHNOSOFT

PRICE: £34.99

RELEASE DATE: JULY
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: NONE
SKILL LEVELS: 1
RESPONSIVENESS: GOOD

1-2 PLAYERS

PRESENTATION 90%

There are eerie title screens, a password system and an all-important two-player option.

GRAPHICS 94%

There are some stunning 3D effects, especially on bonus stages. The sprite animation and backdrops are both superb.

SOUND 91%

Excellent sound effects and a well put together musical score enhance the game atmosphere perfectly.

PLAYABILITY 91%

Because the ball moves very realistically, this is just like pinball, but with all of those impossible extras!

LASTABILITY 88%

Mastering the tougher bonus levels should keep you going for some time. Working on a high score also takes practice.

OVERALL 92%

A remarkable "gothic" pinball sim that succeeds in every aspect. A must for all Megadrive owners!

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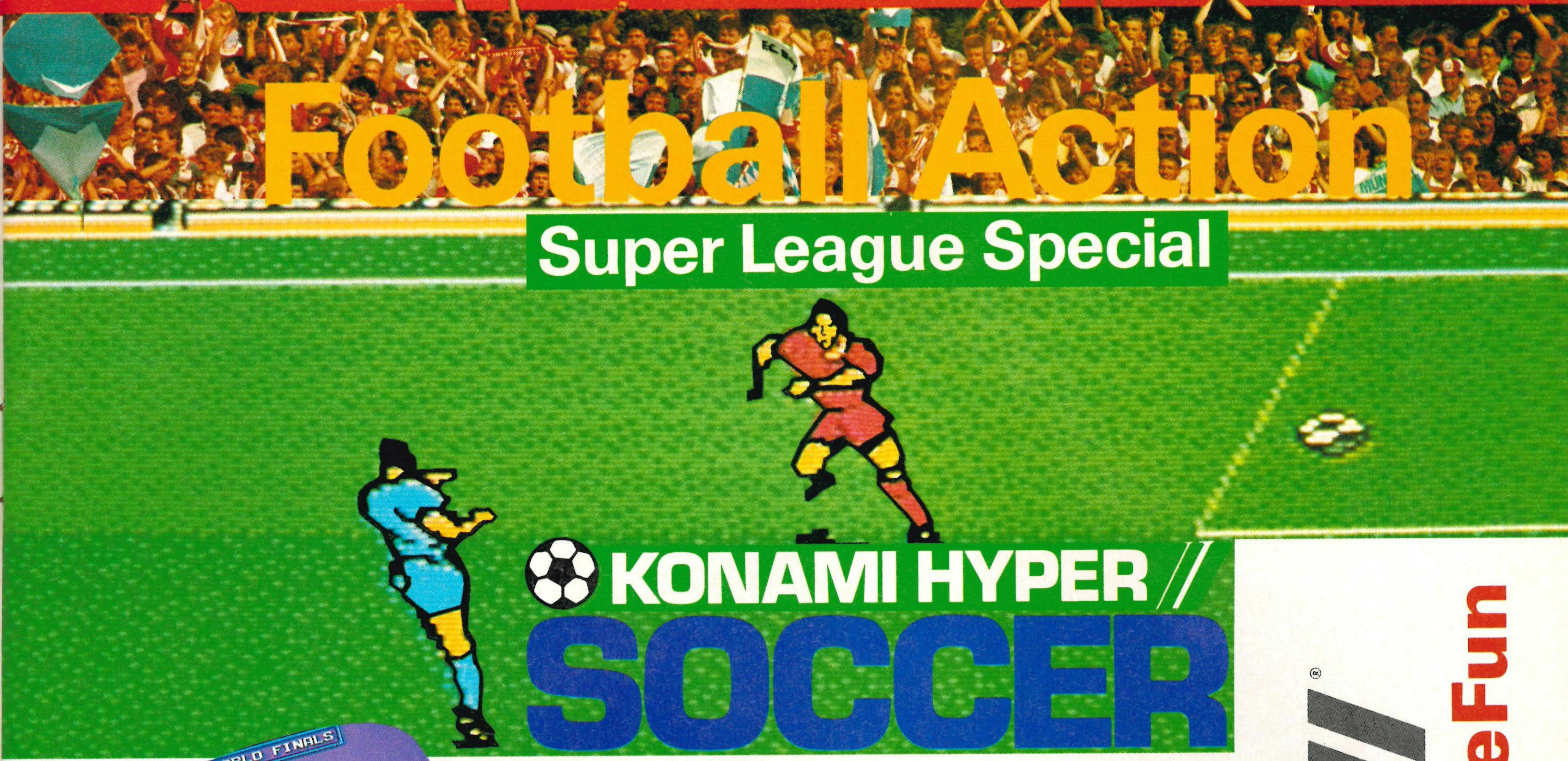
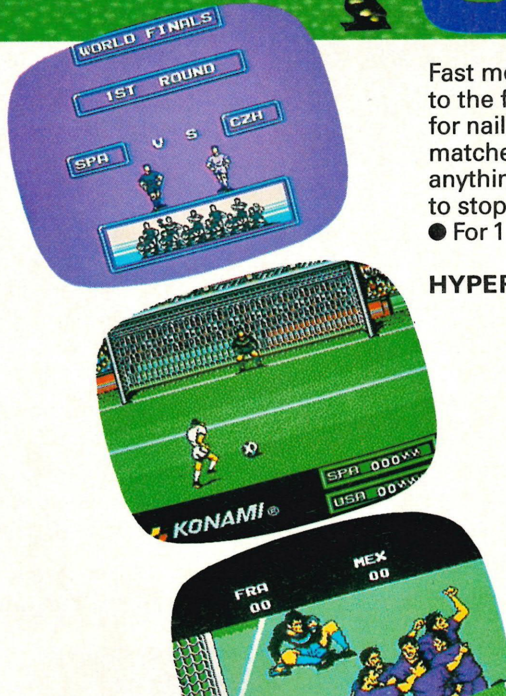


Football Action

Super League Special

KONAMI HYPER SOCCER



WORLD FINALS
1ST ROUND
SPA
V S
CZH
SPA 000
USA 00
KONAMI
FRA 00
MEX 00

Fast moving, non stop thrilling action from kick off right through to the final whistle. Practise until your team reaches peak-fitness for nail biting, excitement as you compete in big time league matches. Double passes, headers, dribbling, goal scoring tactics, anything's possible. Realistic breathtaking action you won't want to stop playing.

● For 1 or 2 players ● System: Nintendo Entertainment System.

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This Game Pak cannot be used with the Mattel or NES versions of the Nintendo Entertainment System®

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TURTLES II THE ARCADE GAME
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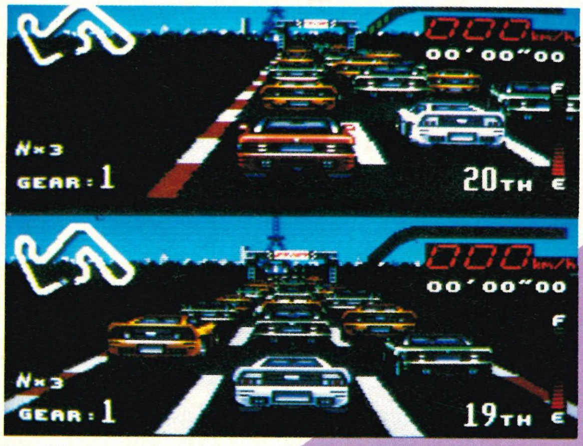
TOP GE

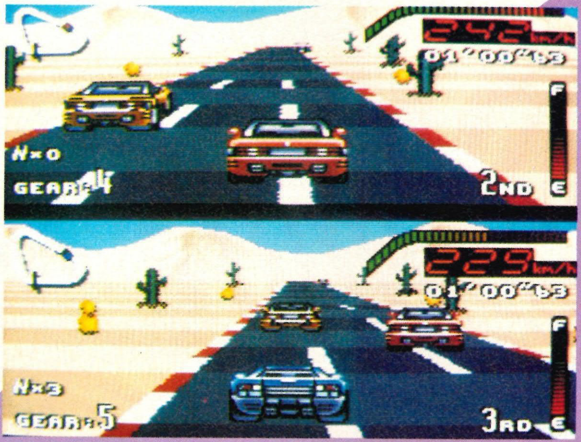
Super NES speed freaks who've conquered the likes of F-Zero and F1 Exhaust Heat will doubtless be soiling their underwear in excitement when they plug in Top Gear.

Top Gear offers the usual blend of top-speed thrills 'n' spills as you race through seven different countries, each with their own range of dangerous tracks to master. But whereas previous Super NES games have restricted the fun to just one player, Top Gear enables two players to battle it out in an all-or-nothing bid for glory!

Do you reckon you have the driving mettle of a Mansell? Or is the sluggish speed of a shambling Skoda the best you can achieve? Check out Top Gear and see for yourself!

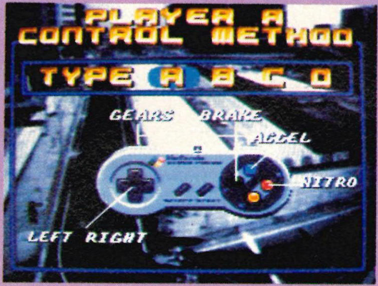

000 km/h
00'00"00
N×3
GEAR:1
20TH
19TH

▲ ***The races move on to Paris (note the Eiffel Tower in the background)! The red car takes on the white in an all-or-nothing race for Top Gear supremacy. White has the slight advantage of starting a position ahead.***


242 km/h
229 km/h
01'00"63
N×0
GEAR:4
2ND
N×3
GEAR:5
3RD

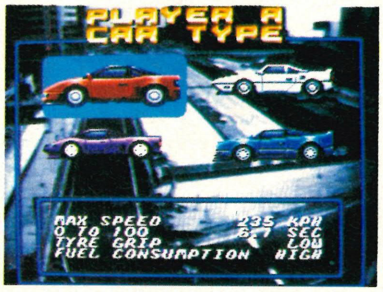
▲ ***It's a close one here in the Sahara Desert, as the red car uses his speed advantage to pull ahead.***

140 km/h
216 km/h
GEAR:4
16TH
GEAR:5
7TH


PLAYER A
CONTROL METHOD
TYPE A B C D
GEARS
BRAKE
ACCEL
NITRO
LEFT RIGHT

I LIKE DRIVING IN MY CAR

Should you glance at the player select screen, you'll find an option to change the fine automobile that you take into the Top Gear championships. Four vehicles are available, each with their own strengths and weaknesses.


PLAYER A
CAR TYPE
MAX SPEED 235 KPH
0 TO 100 6.7 SEC
TYRE GRIP LOW
FUEL CONSUMPTION HIGH

RED

The red car has the highest top speed out of all four cars, but its acceleration isn't too hot and the tyre grip leaves a lot to be desired. Add in the high fuel consumption and you have a car that is best left to Top Gear experts.

TOP SPEED: 147 mph
0-60: 5.9 seconds
TYRE GRIP: Low
FUEL CONSUMPTION: High

BLUE

The blue car is a little better than the sad magenta effort. It's got the same top speed with improved handling and pokier acceleration. A fine automobile for Top Gear players who've just found their feet in the game.

TOP SPEED: 137 mph
0-60: 4.3 seconds
TYRE GRIP: Medium
FUEL CONSUMPTION: Medium

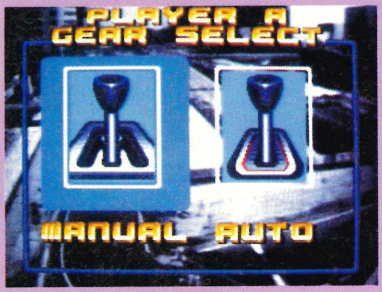
MAGENTA

This car isn't so great, being about as useful as a three-wheeled roller skate. Although its top speed is pretty good, its handling is pretty awful, the acceleration plodding and its fuel consumption unremarkable.

TOP SPEED: 137 mph
0-60: 5 seconds
TYRE GRIP: Low
FUEL CONSUMPTION: Medium

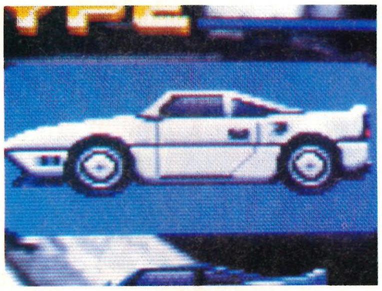
GET IN GEAR

On the player selection screen, you have the option to choose whether your fine vehicle is equipped with a manual or automatic gearbox. The automatic box is good for beginners, but the manual transmission offers quicker acceleration.


PLAYER A
GEAR SELECT
MANUAL
AUTO

▲ *Here's the screen that lets you choose between manual and automatic gear boxes. Real men adopt the manual transmission. Beginners are advised to try the automatic box.*

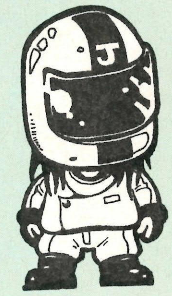
WHITE



The white car is perhaps the best choice for newcomers to Top Gear. Although its top speed is decidedly lacking compared to the other motors, its grip is skill and the low fuel consumption is a boon. Its acceleration is the best out of all four cars!

TOP SPEED: 131 mph
0-60: 3.5 seconds
TYRE GRIP: High
FUEL CONSUMPTION: Low

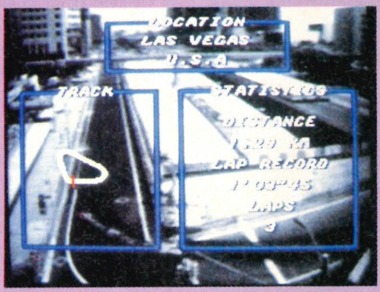
COMMENT

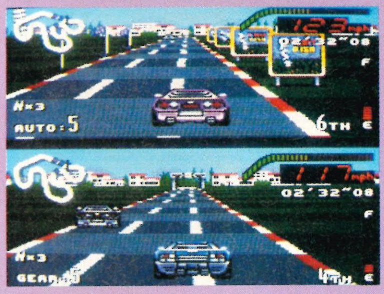


JULIAN

When you play it on your own, Top Gear is a challenging and enjoyable racing game with plenty on offer to keep you occupied. With two players, though, it really comes into its own and provides some of the best simultaneous head-to-head driving action I've experienced on console. The sheer amount of cars and the twisting course make for intense competition, with much sideswiping, cutting up and ramming in evidence! It's truly brilliant fun - we even had a load of greebos in from the Motorcycle News magazine advertising department coming in to play it! The graphics and sound certainly aren't the greatest I've seen, but if it's out 'n' out racing thrills 'n' spills you're after, this is a Super NES-essity.

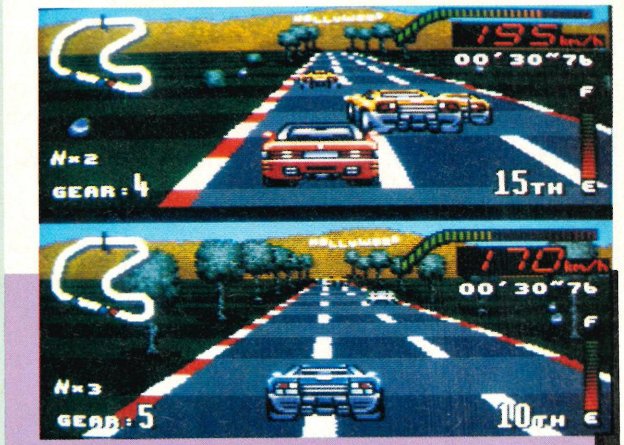
▼ *Before each race, you are given a run-down on the track statistics. Here you decide whether you are going to need to get extra fuel for your motor.*

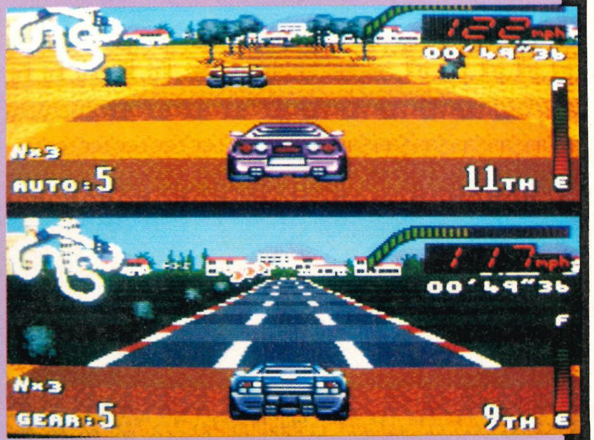

LOCATION
LAS VEGAS
U.S.A.
TRACK
STATISTICS
DISTANCE
LAP RECORD
LAPS
3


AUTO:5
6TH
GEAR:5
4TH

OH NO!
AUTO:1
GEAR:5
10TH

AUTO:5
3RD
GEAR:5


195 km/h
00'30"76
GEAR:4
15TH
170 km/h
GEAR:5
10TH


122 mph
00'49"36
AUTO:5
11TH
117 mph
GEAR:5
9TH

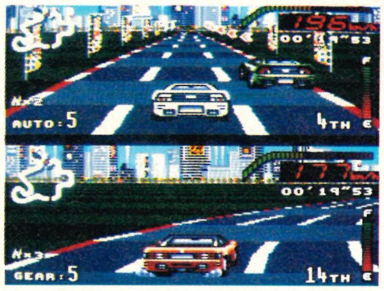
▲ *This track combines the high grip of tarmac with the shambling handling associated with sand. Tumbleweeds tend to roll onto the track too. Avoid these or they'll slow you down.*

000 mph
00'00"00
AUTO:1
20TH
GEAR:1
19TH

TURBO ACTION

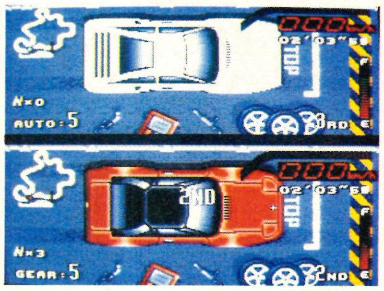
At the beginning of each race, your high-speed automobile is equipped with three nitro boosts. As you may expect, once ignited, a nitro boosts the top speed of your car to almost unmanageable levels! Unless you're a really skill driver, your best bet is keeping hold of your nitros for long straights on the track.

COUNTRY
USA
S AMERICA
JAPAN
GERMANY
SCANDINAVIA
FRANCE
ITALY
UK


196 km/h
00'18"53
AUTO:5
4TH
177 km/h
00'19"53
GEAR:5
14TH

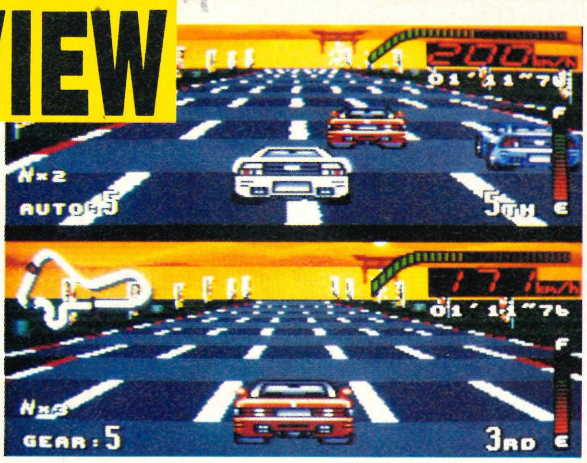
WORLD RANKING

▲ *Check out the world rankings in Top Gear! Reckon you're good enough to reach the top?*


TOP
AUTO:5
3RD
GEAR:5
2ND

SPLIT-SCREEN SKYLARKING

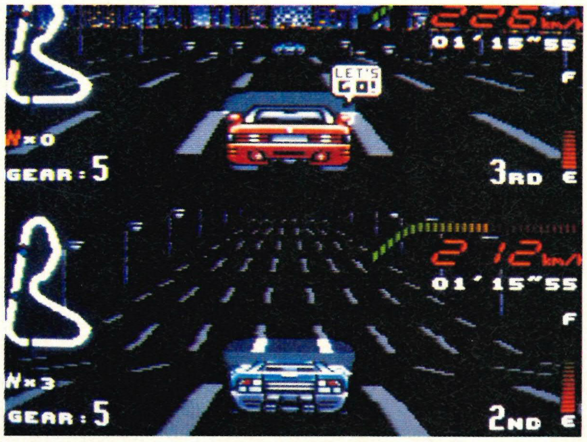
Top Gear is a split-screen road racer (as you most probably figured out for yourselves by looking at the many pictures on the page). In one-player mode, the computer occupies the lower screen providing a stiff challenge to the player. In two-player mode, the second participant uses the lower-half of the screen. The screenshots cannot convey the sheer speed of the game, or the incredible fun of the two-player mode!


200 km/h
01'11"76
AUTO:5
5TH
171 km/h
01'11"76
GEAR:5
3RD

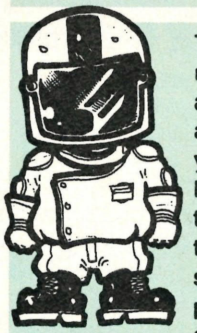
▲ *A wide road here should cause no problems for Top Gear players. Burn rubber!*

LIGHTS IN THE NIGHT

Some of the Top Gear tracks are played in the night! This means that visibility during the race is poor, so be extra careful during these rounds. Luckily, your cars has headlights that automatically activate on these rounds - the only problem is that they're really not very good!


226 km/h
01'15"55
LET'S GO!
GEAR:5
3RD
212 km/h
01'15"55
GEAR:5
2ND

COMMENT



RICH

The programmers sent this topper road racer to us earlier this year and it had me and Jaz hooked for ages. Okay, from the screenshots you might think that Top Gear is a bit average, but you haven't seen the speed of the game or sampled the amazing gameplay! Top Gear is simply the most amazingly playable road racer yet devised. I cannot aptly describe the sheer feeling of speed that Top Gear manages to convey, especially when you make use of one of your three nitros. Add in the two-player mode mode and you have what can only be described as one of the most competitive games yet devised. There are no grumbles about the lack of variety either. There are many tracks to conquer and four cars to attempt this task with. I thought that F-Zero and F1 Exhaust Heat were the best examples of the racing genre, but I was wrong. Everything you really need from a road racer is in Top Gear!

TOP RACER
PRESS START
© 1992 KEMCO
© 1991 GREMLIN GRAPHICS LTD

BY: KEMCO
PRICE: £39.99
RELEASE DATE: OUT NOW
GAME DIFFICULTY: MEDIUM
LIVES: N/A
CONTINUES: NONE
SKILL LEVELS: 3
RESPONSIVENESS: TOPPER

1-2 PLAYERS

PRESENTATION 93%

Great. Three skill levels, a password feature, and even an option to select either miles per hour or kilometres per hour on your speedo!

GRAPHICS 83%

Nothing really outstanding to look out for, but the visuals serve their purpose, and boy, do they shift!

SOUND 81%

A variety of decent tunes and effects back the action.

PLAYABILITY 94%

Playing Top Gear is immediately fun and addiction sets in quickly. There's even more excitement in two-player mode.

LASTABILITY 90%

Completing the vast amount of tracks should take sometime, but it's the two-player mode that keeps you coming back to this one.

OVERALL 92%

A truly superb road racer that's even better in two-player mode. A truly essential purchase.

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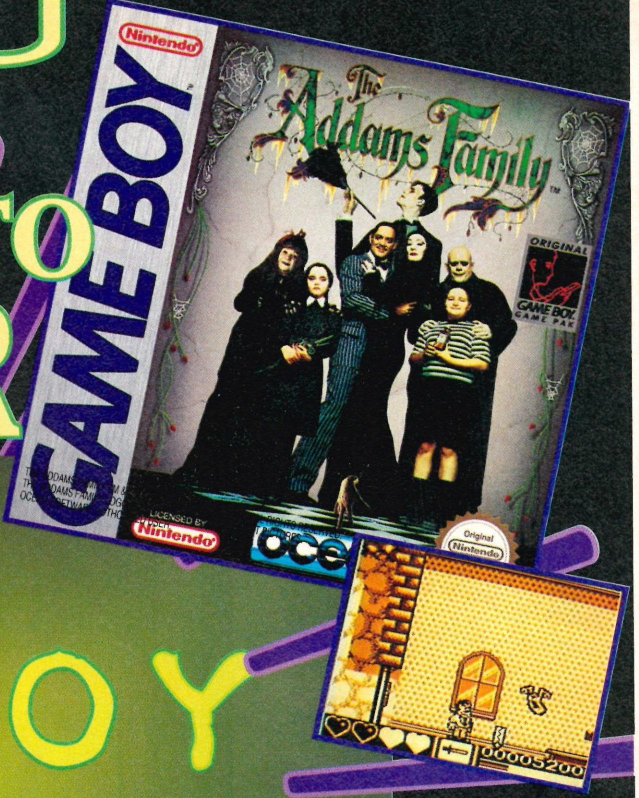

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The Addams Family
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Original Nintendo
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TOP 10 CHARTS

ALL FORMATS

GAMEBOY

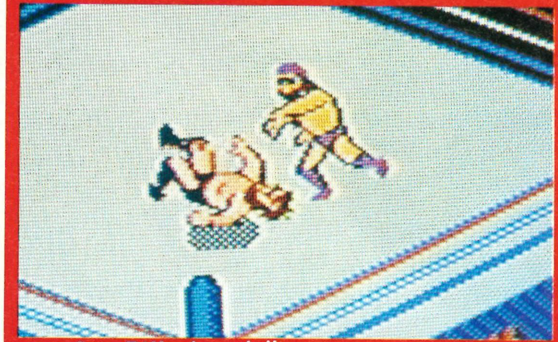
It's a sad, sad story on the Gameboy front too. Unfortunately, Nintendo couldn't get the charts to us in time, so we're afraid that you'll have to make do with last month's chart again. See what really happened in the Gameboy chart on this next month!

▲ *Yet more Mario cape-ering*

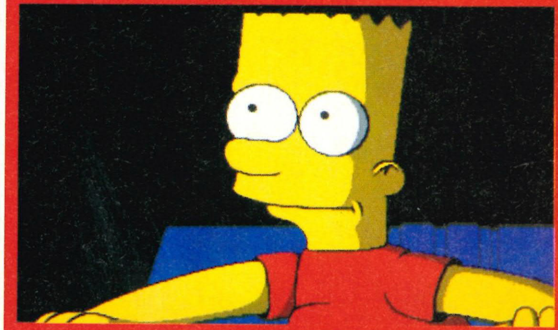
		GAMEBOY
1	◀	SUPER MARIOLAND
2	▲	DUCK TALES
3	▼	DR MARIO
4	▼	WORLD CUP
5	▲	F-1 RACE
6	NE	TURTLES
7	NE	SOLOMON'S CLUB
8	▼	THE SIMPSONS
9	NE	BOULDER DASH
10	▼	GOLF

NINTENDO

Unfortunately, try as we might to get hold of them, Nintendo couldn't send us the charts for this month, so we're afraid you'll have to look at last month's again! Sorry! Hopefully, Nintendo will have them ready in time for next month.



▲ *Gan Biffa, knack 'im*



▲ *Why you little...*

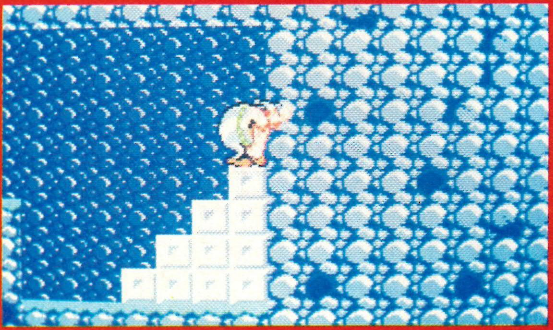
		NINTENDO
1	◀	SUPER MARIO III
2	▲	RESCUE RANGERS
3	▼	STAR WARS
4	◀	SUPER MARIO II
5	◀	KONG CLASSICS
6	▲	THE SIMPSONS
7	NE	NEW ZEALAND STORY
8	◀	WWF
9	▼	DUCK TALES
10	▼	GHOSTBUSTERS II

SEGA

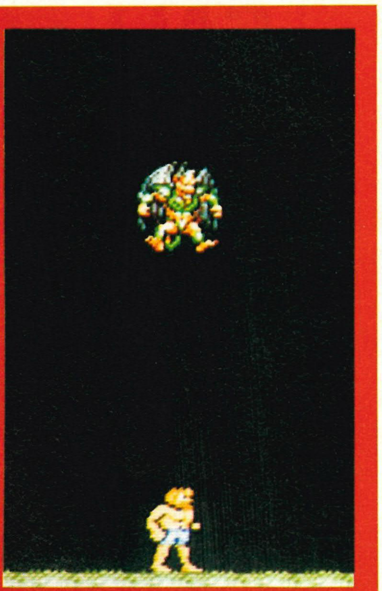
1	▲	SUPER KICK-OFF
2	▼	ASTERIX
3	◀	SONIC
4	NE	SAGAIA
5	▲	WIMBLEDON TENNIS
6	▼	BEAST
7	▲	GHOULS 'N' GHOSTS
8	▼	G-LOC
9	NE	POPULOUS
10	NE	LASER GHOST

SEGA

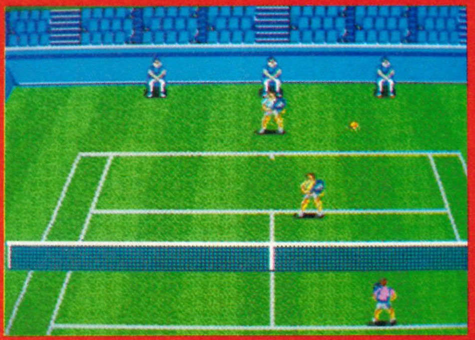
Super Kick Off is now widely available in the shops, making it the number one Master System game. Some interesting new entries arrive in the chart though, like Sagaia (also known as Darius II) and Wimbledon Tennis.



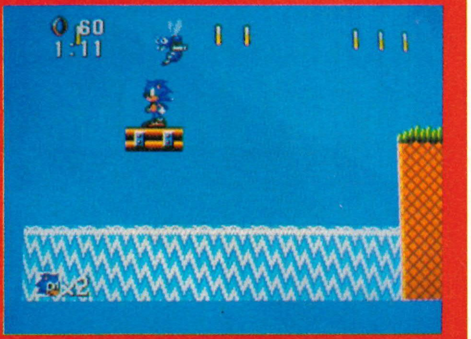
▲ *The Gaul-tastic Asterix at two.*



▲ *Pretty spooky eh?*



▲ *Small ball-related action at five.*



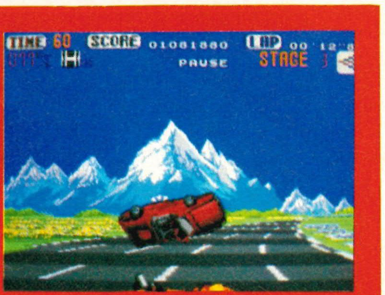
▲ *Sonic and Wasp chum.*

MEGADRIVE

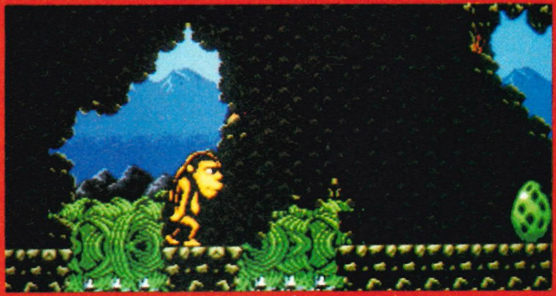
1	◀	DESERT STRIKE
2	◀	KID CHAMELEON
3	NE	TOKI
4	◀	TURBO OUTRUN
5	NE	GALAXY FORCE II
6	▼	HELLFIRE
7	▼	ALISIA DRAGOON
8	NE	JOE MONTANA II
9	▼	STREETS OF RAGE
10	NE	JORDAN VS BIRD

MEGADRIVE

After a mega successful marketing campaign, Desert Strike still rules over the Megadrive chart, but it's facing "stiff" competition in the form of games like Kid Chameleon, Toki and Turbo Outrun.

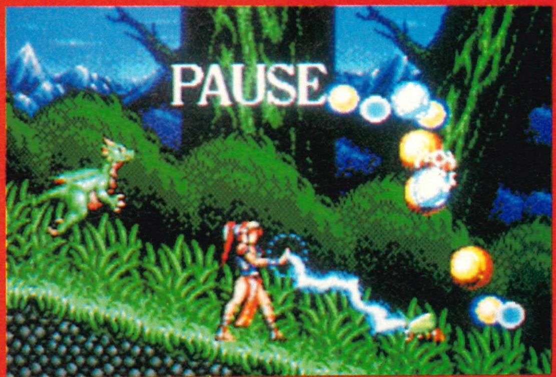


▲ *Outrun crashes in.*



▲ *Toki shambles in at three.*

▲ *Still hovering at one.*



▲ *The gorgeous pouting Alisia.*

PREDICTIONS

MEGADRIVE: DESERT STRIKE
MASTER SYSTEM: WIMBLEDON
NINTENDO: SUPER MARIO III (again!)
GAMEBOY: SUPER MARIOLAND (once more)

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MD DESERT STRIKE FOR JORDON V BIRD	=£6.00
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OLYMPIC GOLD

The Olympics. Ahhh! It conjures up some priceless memories - David Coleman getting so excited he's in danger of suffering a cardiac arrest, setting the alarm for three o'clock in the morning in order to watch events taking place on the other side of the world, the opening and closing ceremonies and Olympic endorsements on everything from running spikes to tea bags.

US Gold have snapped up the much sought after gaming endorsement and aim to capture the spirit of the games with Olympic Gold. There are seven events to compete in which sum up the whole athletics experience. Sprinting opens the games, and like the hurdles and swimming it's tailor made for neurotics! To test skill as well as nerve there is the pole vault, the hammer, diving and swimming.

Developing a perfect technique reaps obvious rewards. As well as the obligatory gold medal, there is a point system done in much the same fashion as the decathlon. Good form in all events is therefore important. There is also the chance to compete at club, national or even Olympic level, when there is a need for stronger opponents. But the challenge doesn't stop there. As well as gold medals to win, there are Olympic and world records to break. It's enough to send Dave into intensive care!

227
Barcelona'92
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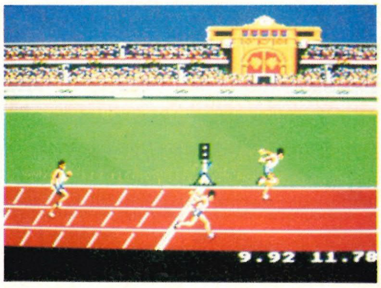
TEACHER'S PET

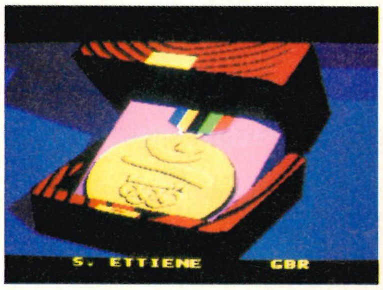
Because some of the moves are very tricky, the programmers have included a teach facility which takes the player through the moves step by step. In events like the pole vault and diving, perfect technique is the secret to success, but it is also something that takes time to master.

COMMENT

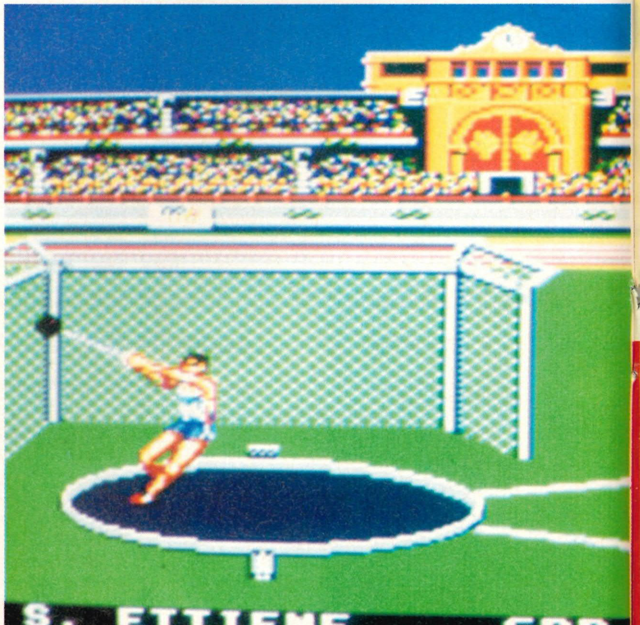
ROB

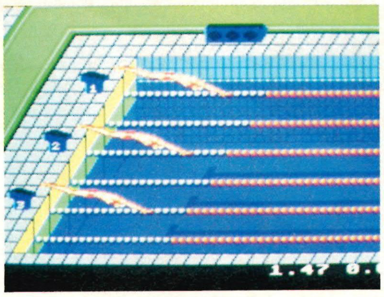
Although I was expecting a very similar game to the Megadrive version, I was nevertheless surprised at just how much the same this is. About the only difference is that in the sprint, the hurdles and swimming, three compete rather than six. It's much to the Master System's credit that it has managed to retain all of the options as well, including the very handy teach facility. The graphics are impressive as well, with good animation in all of the events. Because of the similarity though, Master System Olympic Gold also inherits the Megadrive's problems. Some of the moves are fidgety because of the awkward control sequences,and this makes the game frustrating at times. Another thing I was disappointed with was the lack of originality, many of the events have been seen before in the likes of Summer Games. Despite my grumbles though I enjoyed playing Olympic Gold. It has quite an addictive quality, especially in events like diving, archery and the hammer, and the desire to break world records kept me plugging away for some time. It's true that Olympic Gold has been released on a wave of Olympic hype, but for sports fans and fanatics it's a wave worth riding.





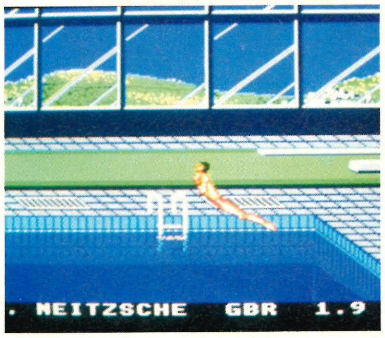
▲ *Here it is! If you're good enough to come first in any given event, you're awarded with this amazing gold medal!*





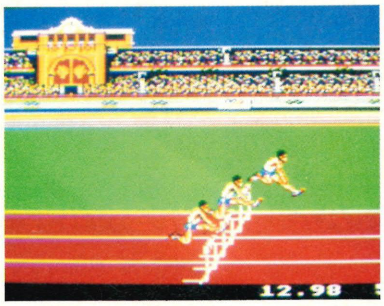
HOW SOON IS NOW?

In the sprint, the hurdles and swimming, the good old button bashing technique is used. In these events time is very important. World or Olympic records rest on a hundredth of a second. This means that a flying start and (where the sprint and hurdles are concerned) the all important dip on the line are crucial if you want to be a record breaker.



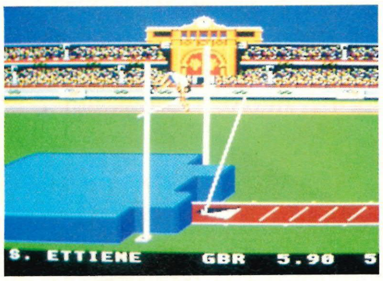
MY FAVOURITE PANTS

Diving gives the competitors a chance to slip on their favorite pants and take to the spring board. The competitor chooses a dive and is judged on the quality of its execution. Here is where the teach facility comes in handy because there are a wide variety of different dives to master. Pulling off the hardest dives secures the greatest rewards, so go for the inverted double pike twists... whatever that is!



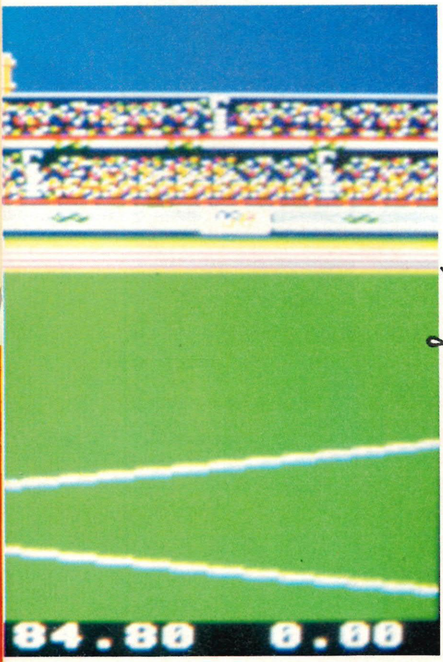
JUMPING JACK FLASH

The most annoying thing about the hurdles is all those fences that get in the way of your runner! The only alternative is to hurdle them. In this event, judging where to jump is of vital importance. If a competitor launches into the hurdles too early he goes tumbling, and if he jumps too late he likewise goes bum over breast.



VAULTING CAVALIER

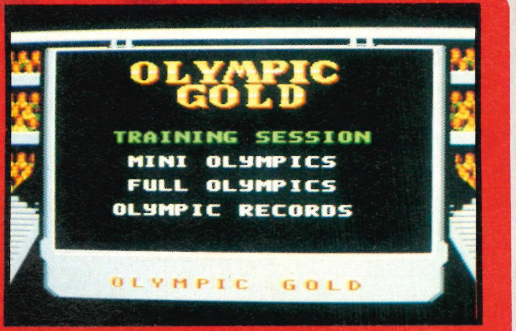
The pole vault, like diving, involves a complicated sequence of moves which take time to perfect. A fast run up and good judgement of where to plant the pole, as well as accurate release and directional control are all essential for successful vaults. It seems tough at first but it gets a lot easier.



COMMENT

JULIAN

Although this suffers similar problems to its Megadrive big brother - no simultaneous two-player action and a lack of truly exciting events - I actually prefer this to the 16-bit version that we reviewed last month! The graphics are just as good and the game seems to be slightly more playable. That's not to say that it's the greatest sports game in the world - after all, the Megadrive game was no great shakes - but at least this is more fun and challenging. Olympic Gold certainly won't set the gaming world alight, but it's nevertheless a fun and enjoyable sports simulation which fans of the genre should feel satisfied with.



BY: US GOLD

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RELEASE DATE: JULY
GAME DIFFICULTY: MEDIUM
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: 3
RESPONSIVENESS: OKAY

1 PLAYERS

PRESENTATION 90%

There are options a-plenty with the chance to compete in mini or full Olympics or get some teacher training.

GRAPHICS 87%

Backdrops are a bit lifeless, but the sprite animation in all the events is quite impressive.

SOUND 40%

Sounds like someone's kicking a load of tin cans around inside the Master System.

PLAYABILITY 85%

Some of the controls are a bit fiddly but generally they're are smooth and responsive.

LASTABILITY 79%

The three skill levels and the desire to break records, as well as accumulate gold medals, should keep you button bashing.

OVERALL 81%

While it's not particularly original, Olympic Gold manages to entertain and offers some addictive gameplay. Quite remarkable!

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ARCH RIVALS

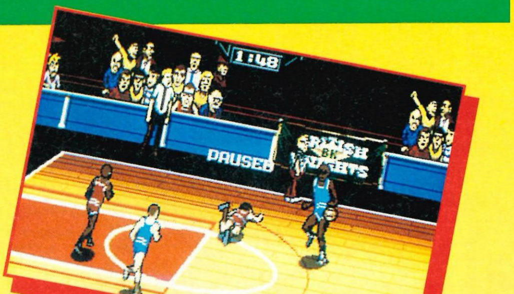
Arch Rivals, the latest in a growing line of Megadrive basketball games, casts aside the serious sim aspect of previous titles and proffers a more cartoon-like, humourous approach to the sport.

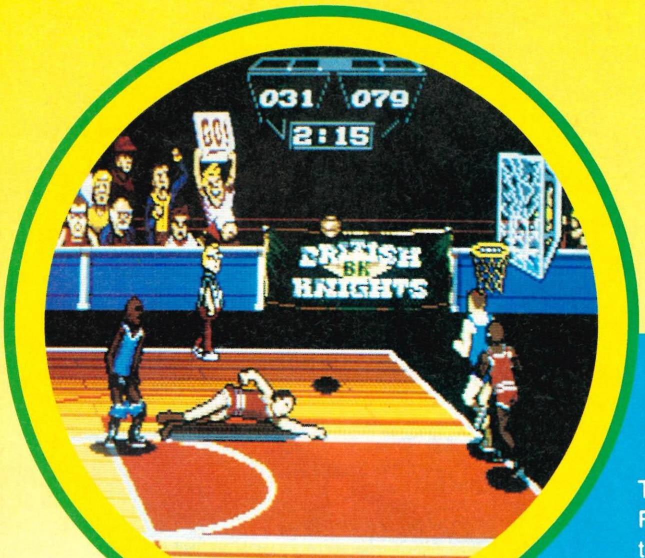
Only two players from each team are on the court at any time and the player controls only one of this pair. As any non-baboon knows, the object of the game is to score more points than the other team by simply posting the ball through their hoop. However, such is the desperation to win that the teams stoop to whatever unsportsmanlike measures it takes. Thus, on-court violence is an integral part of Arch Rivals. What's more, there's a two-player option so you can biff your friends any time you like (although it's advisable to only do this in the game)!

COMMENT

JULIAN

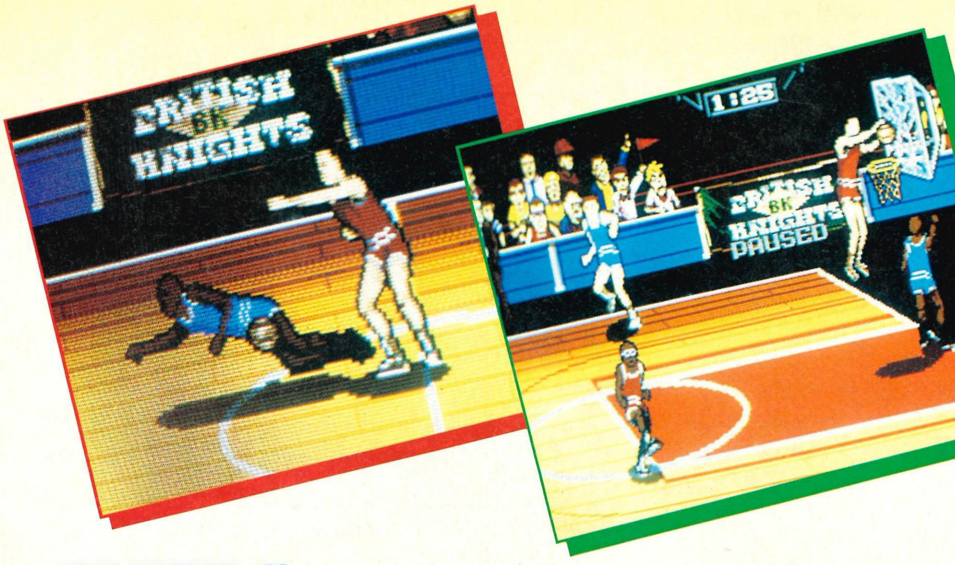
The idea behind this humorous, knockabout arcade-style basketball game is a good one, but like its arcade counterpart, it simply doesn't provide enough fun to keep you playing. Controlling only one player is frustrating, especially since the other player lacks intelligence and never does what you want, and the ropey collision detection just makes things worse. And that's not all! The controls themselves sound good, but in practice they're fiddly and scoring baskets is very simple once you get the game sussed, which takes very little time at all. In two-player mode there's a tiny spark of fun, especially if you manage to pull your opponent's trousers down (very strange and perverted indeed), but really it's all too shallow and superficial to sustain interest for more than a couple of afternoons.





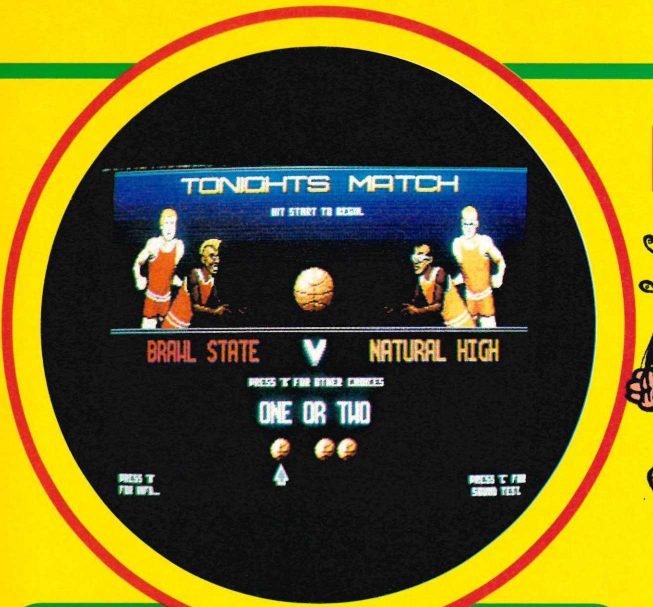
STARTING AT THE BOTTOM

The rugby tackle is useful for any number of things. Firstly, it is used to bring opponents down, causing them to release the ball. Secondly, it is used to block passes and catch rebounds. Lastly, if successfully performed, it sees you pulling down the shorts of an opposing player!



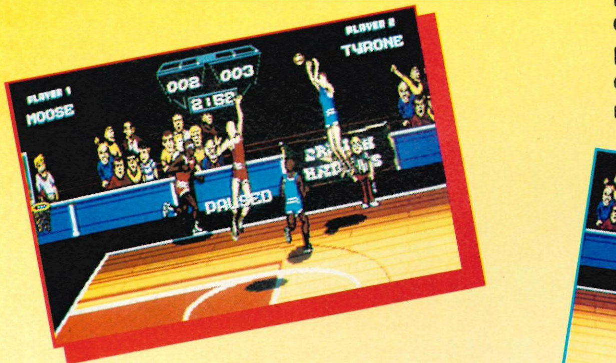
MANIPULATE YOUR BALL

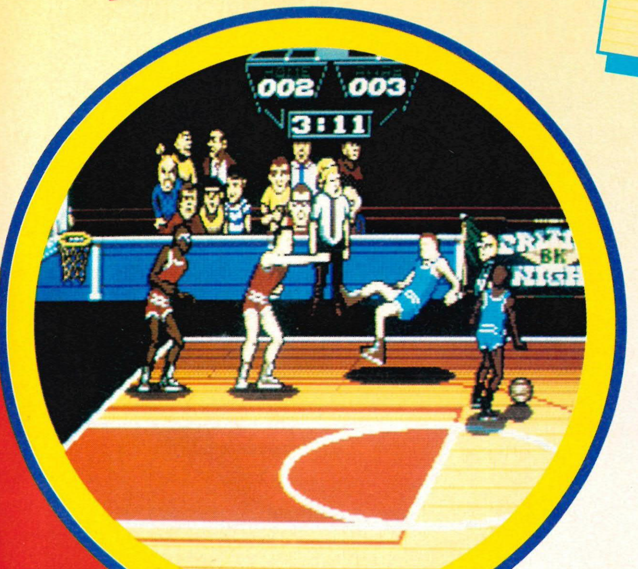
Although passing and shooting are still important facets of the game, the moves available to your team stretch beyond such mundane pursuits. By combining button presses those crazy basketball types can feint passes, fake shots, block and leap. On a slightly less polite front, they can also rugby tackle each other, and steal the ball by smiting the possessor a mighty facial blow!



MENAGE A QUATRE

There are four teams to choose in Arch Rivals. Each consists of four players, and only two can play in each game. From the menu you choose the player you would like to control; the Megadrive then automatically chooses a partner for you. Each team has their own playing style, so matches between Los Angeles and San Francisco are quiet affairs, whilst playoffs featuring Natural High and Brawl State are veritable slugfests!





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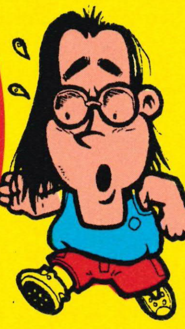
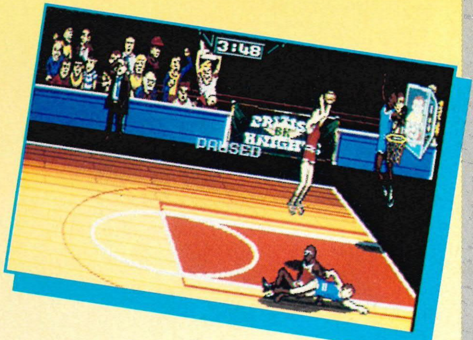


RAD

Given that there is no shortage of horizontally scrolling basketball games for the Megadrive, Arch Rivals at least scores points for trying to do something a bit different. Unfortunately, this is just about the only thing Arch Rivals has going for it. For starters, the whole idea of two-on-two basketball is a little pointless, leaving no scope for real strategy or team play, a point which is reinforced by the lack of any real rules - it's just run 'n' shoot all the way. Only being able to control one player is another let down. Half the time your player isn't even on the screen! This makes things frustrating to say the least. The collision detection and perspective are also poorly done, making steals and punches difficult from any sort of angle. Then there is the tiny number of teams, it must have been possible to put in more than four, and the lack of any sort of league. This leaves Arch Rivals bereft of any lasting appeal. What's the point in playing an endless string of friendlies? Even in two-player mode Arch Rivals is no better, scoring baskets is more a matter of luck than judgment, and the wild over-responsiveness extends this sad state of affairs to just about every other action too! If it's lark-related sporting horseplay you're after, head for Supreme Court Basketball instead.



ARCH RIVALS™

BY: IMAGEWORKS
PRICE: £34.99
RELEASE DATE: TBA
GAME DIFFICULTY: EASY
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: 1
RESPONSIVENESS: ERRATIC

1-2 PLAYERS

PRESENTATION 72%

There are a number of options, but they're not very user-friendly and pointless.

GRAPHICS 61%

Well-animated but under-detailed sprites and a single, limp backdrop.

SOUND 49%

A repetitive tune bleats throughout, ruptured only by a few dismal effects and fuzzy speech.

PLAYABILITY 43%

Over-responsive and far too simplistic, there's no thought or skill required to win.

LASTABILITY 27%

No league or playoffs mean single games quickly become boring. Two player mode is unlikely to save it.

OVERALL 40%

A dull and frustrating release whose "comedy" facade doesn't dredge it from the bowels of tedium.

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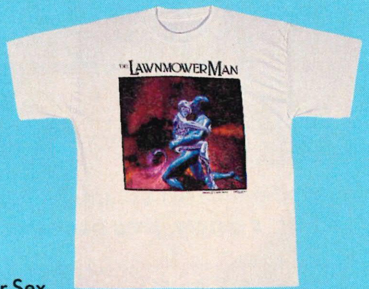
RED DWARF



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THE ORIGINAL

Micro Machines

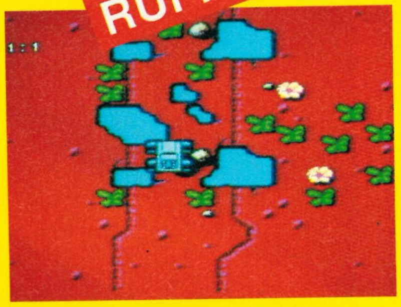
SCALE MINIATURES

If you've ever tried racing a Formula One car at home, you may have noticed how the size of your bedroom can be a little restrictive to your driving activities. Well now there is a solution in the form of Micro Machines.

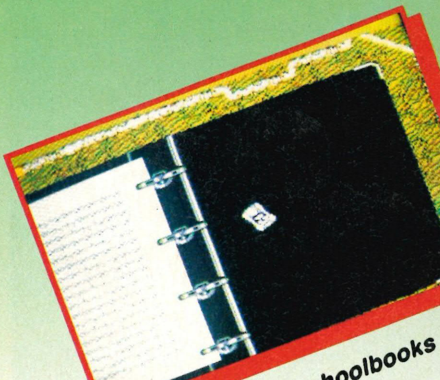
Micro Machines pits your racing abilities against those of three other drivers on a wide variety of courses and in an assortment of pocket-sized vehicles. The action is set on an overhead-view multi-directionally scrolling track. The control system rotates the car either clockwise or anti-clockwise, depending on the direction pressed, much in the mould of that old classic Super Sprint.

Finish in first or second position and you qualify for the next race. Finish in third or fourth and you lose one of your three lives. Complete twenty-eight races and you are proclaimed Micro Machines supreme champion!

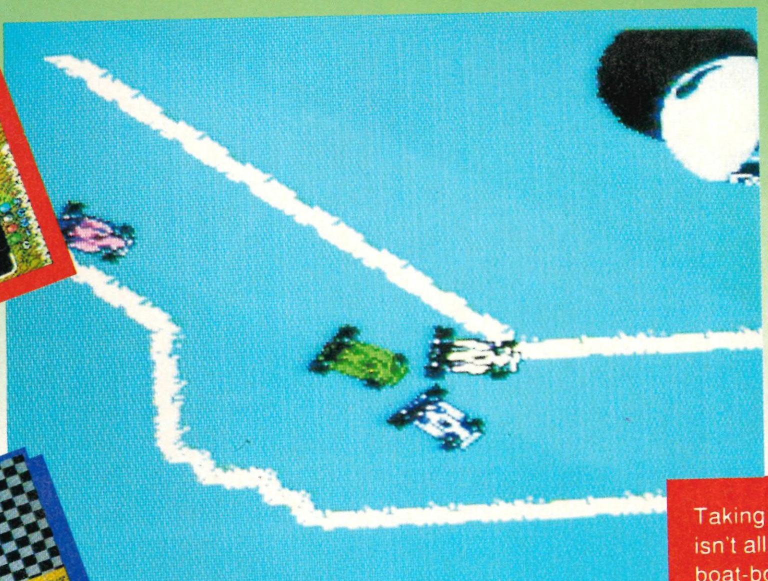
A BIT OF RUFFTRUX



Every time you come first three races in a row, you are given the opportunity to expand your stock of lives. You are placed in control of a Bigfoot clone called a Rufftrux. The object of this bonus level is to reach the end of a dirt track course before your time runs out. Should you succeed, you're given an extra life. However, the combination of sparse road markings, barely negotiable rivers and boulders strewn across the road make this a lot more difficult than it sounds.



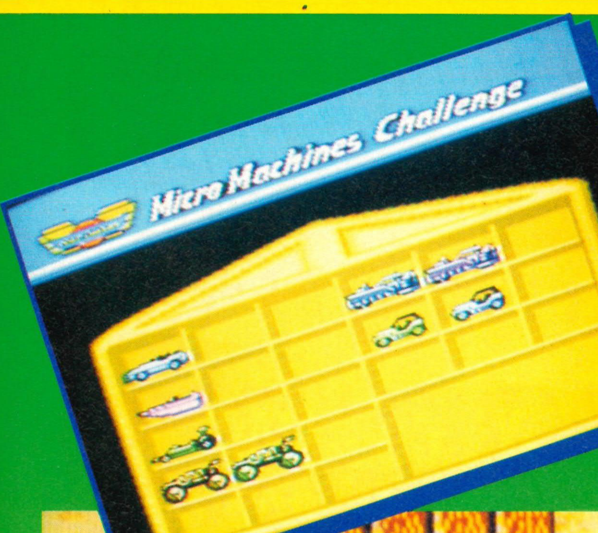
▲ Scoot across schoolbooks in Micro Machines.

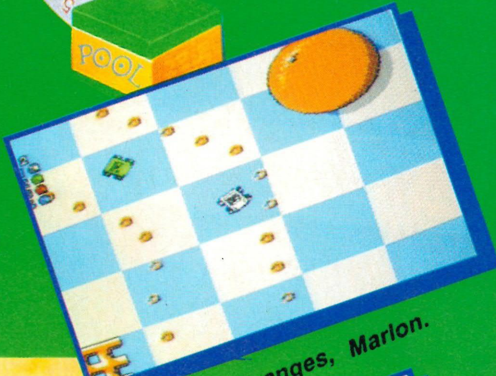


▲ Skiddy bends ahoy!

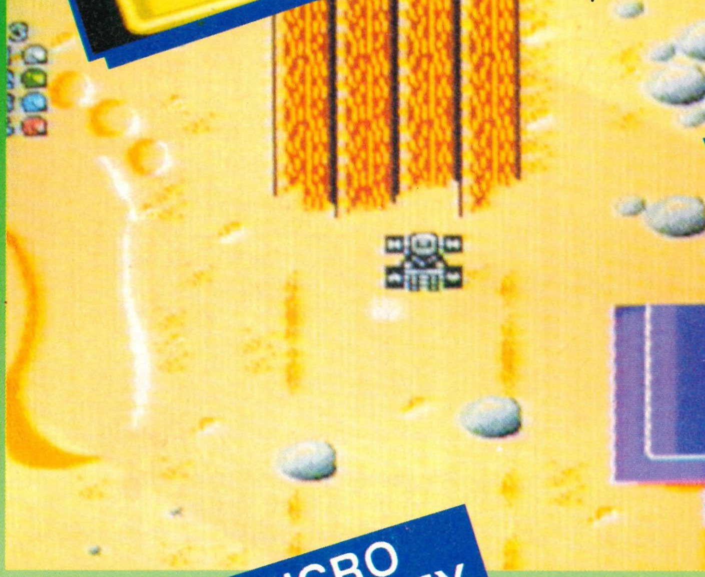
SKID MARKS

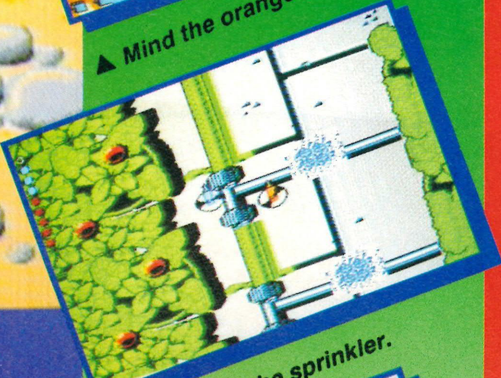
Taking a Micro Machine for a spin isn't all plain sailing, even in the boat-bound stages! As in real life, the vehicle you are driving builds up momentum as it speeds onwards. This inertia makes cornering more than a matter of pressing the joypad. Your speed must be taken into account and braking measures taken to ensure a smooth turn. Failure to do this often results in your transport hurtling off course, usually to a nasty demise after plummeting groundwards from the table.



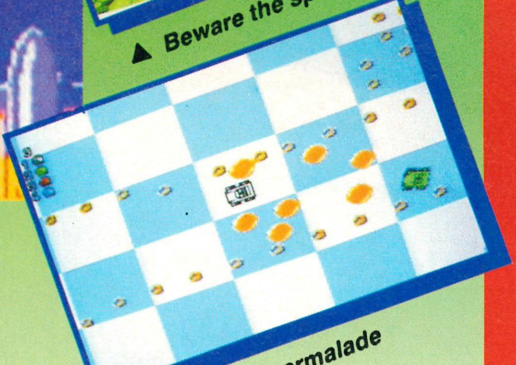


▲ Mind the oranges, Marlon.





▲ Beware the sprinkler.

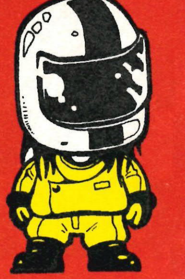


▲ Sticky marmalade abounds.

MICRO MALARKEY

The vehicles and courses in Micro Machines are a little bizarre to say the least. From racing sports cars across school desks covered in books, rulers and the like to GP cars burning across pool tables, replete with balls, cues and rests. Each environment offers individual hazards to watch out for, such as water sprinklers in the garden which tend to knock your mini-helicopter out of the sky and rubber ducks in the bathtub boat races. There are also various substances, tailored to each course, designed to slow your vehicle or cause it to skid out of control. These include marmalade on the breakfast table, ink slicks on the desk level and bunches of suds in the bath.

COMMENT



ROB

When I first had a bash on Micro Machines I was mightily confused about the steering. Although the action is viewed from above, the player steers through the eyes of the driver. Once I had figured that out and got the hang of it, I realised just how good a game this is. Perhaps its greatest asset is its playability. Although some of the courses are fast, the scrolling is always smooth and the vehicles always respond realistically. There are some excellent and inventive graphics as well. I particularly liked the race around the breakfast table, where the cars have to dodge marmalade spills and such like. At times the collision detection is a bit suspect, but this doesn't really detract from the game's entertaining style. Micro Machines isn't a game that is easy to master either. Even when you've managed to beat all of the opponents, there's still the two player option, allowing you to challenge a friend of equal (or not) expertise. NES owners are advised to pick this one up, it is the most original game on to appear on this console for some time.

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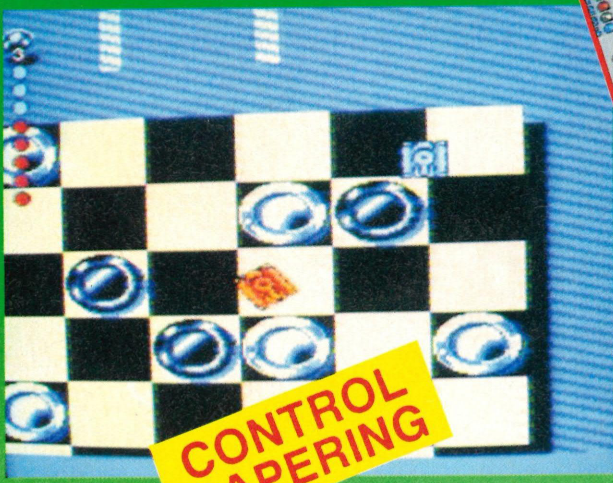
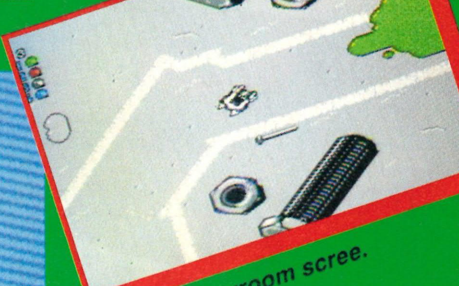
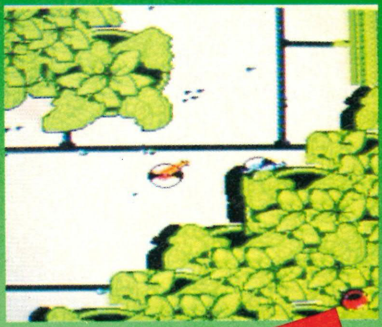
MEGA GAME





▲ Vroom vroom scree.



CONTROL CAPERING

The Micro Machines control method differs from most other racing games. Instead of your car having brakes, it is given a reverse gear. A light tap on the reverse button slows your car down a tad, whilst a prolonged press sends your vehicle shooting backwards at high speed, which is handy when you're trapped behind a large object. The reverse button also has a second use. Whilst driving tanks, providing the accelerator is also being pressed, the reverse control fires your cannon, capable of temporarily destroying your opponents, thus allowing you to take a comfortable lead.

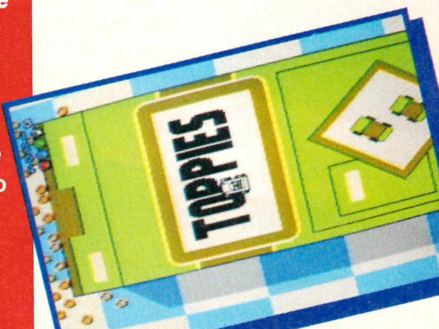
COMMENT

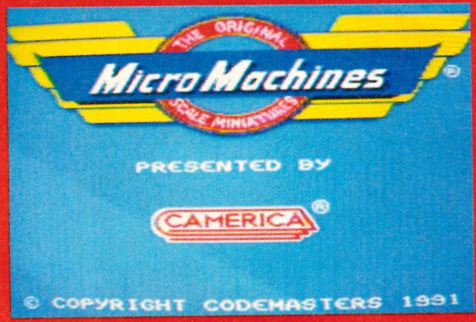
RAD

As a license, Micro Machines is almost as bizarre as the soon-to-be-released Monster in my Pocket. As a game, Micro Machines works brilliantly. Although the graphics are somewhat inconsistent, with some of the sprites and backgrounds being really basic and others having loads of detail, they don't really detract from your enjoyment of the game. The sound is okay, there aren't many effects, but the tunes are some of the best yet on the NES. What sets Micro Machines apart is the superb playability. The vehicles handle smoothly and realistically, sometimes with a frenzied turn of pace. The smooth scrolling moves things along perfectly, without hint of speed blur or jerkiness. The only fly in the ointment is the off-centre collision detection for the sticky, deceleration inducing hazards such as glue slicks or marmalade. Micro Machines is a very different race game that brims with playability. NES owners would be mad to miss this.

TWIN-TYPE HORSEPLAY

In two-player mode the races are set over four laps as usual, but the rules for victory are very different. One player controls a blue vehicle, the other is red. An eight-point score bar is present in the top-left corner. The object of the game is to fill the bar with dots of your colour by being the first to reach the front edge of the screen. This is trickier than it sounds, and when you're leading the race it's almost impossible to see the course ahead of you!





THE ORIGINAL
Micro Machines®
SCALE MINIATURES
PRESENTED BY
CAMERICA®
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BY: CODEMASTERS
PRICE: £34.99
RELEASE DATE: JULY
GAME DIFFICULTY: HARD
LIVES: 3
CONTINUES: NONE
SKILL LEVELS: 1
RESPONSIVENESS: MICRO-GROOVY

1-2 PLAYERS

PRESENTATION 90%

More options than there are Micro Machines (well, not quite), and the game is beautifully presented throughout.

GRAPHICS 74%

Inconsistent sprites and backgrounds that range from okay to brill. The scrolling is great.

SOUND 82%

Brillo tunes which, sadly, do not play throughout. The effects are pretty average.

PLAYABILITY 95%

Fast and responsive, Micro Machines is most playable.

LASTABILITY 91%

The tournament and two-player mode will keep you going for yonks. You'll still play this even once it's completed.

OVERALL 93%

One of the best NES releases in months, and one no self-respecting games fan should miss.

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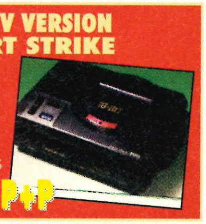

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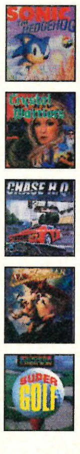

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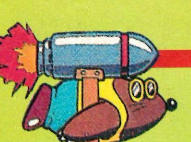
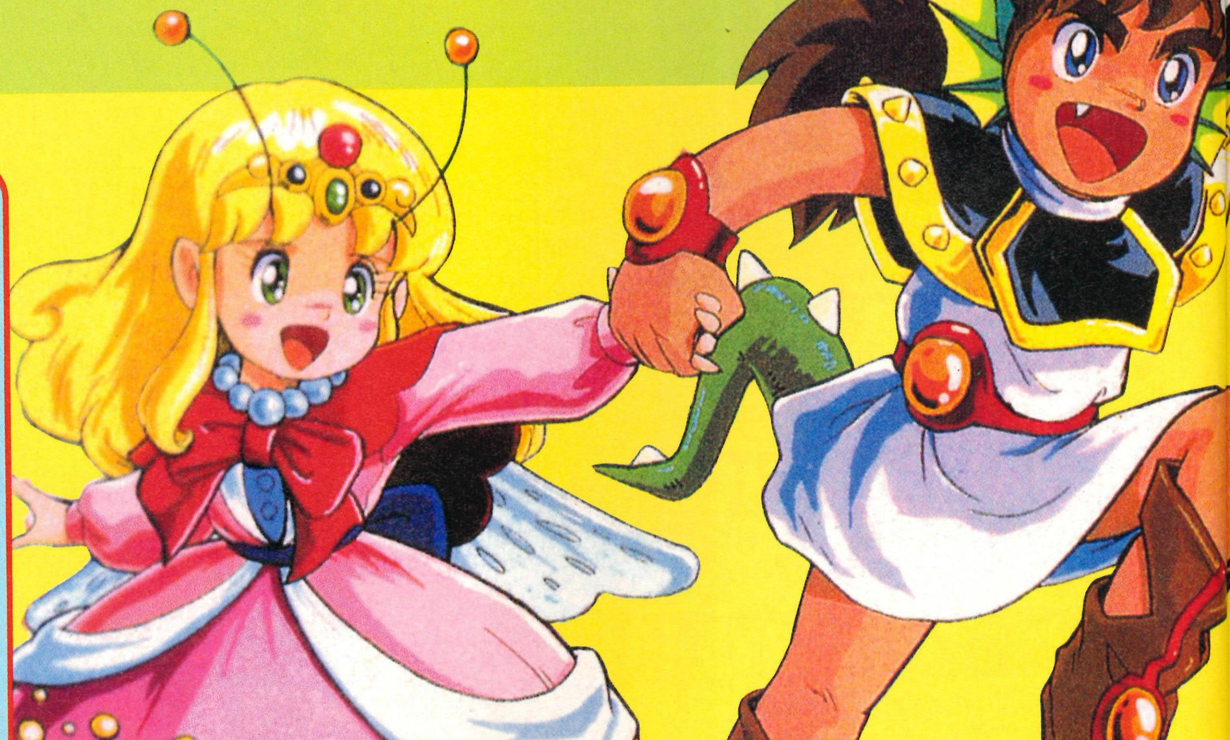


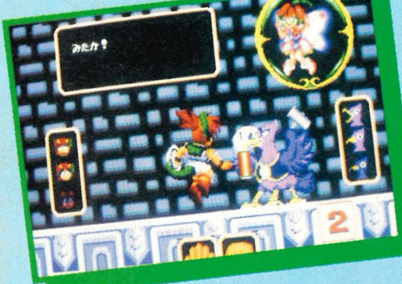
TALMI
ADVE

As far as adventures go, this is a pretty strange one: the only (very) vague signs of sanity lie in the plot. Talmit's four pixie girlfriends have been kidnapped, (surprise! surprise!) and they are being held by a particularly nasty wolf who, for some suspicious reason, enjoys wearing Viking outfits. Anyway, he's got them locked away somewhere in Marvel Land, a vast amusement park.

Marvel Land doesn't possess the characteristics we might expect of your average fairground. There are no dopey gits trying to impress the girls by making them throw up on the waltzers, and the sap who terrorizes the bumper cars is also absent. Instead, Talmit must overcome a whole collection of bizarre obstacles. There are moles wielding spears, pink mushrooms with split personalities, blubbering sharks, lunatic penguins, and a whole host of other undesirables who Talmit has to jump on to obliterate.

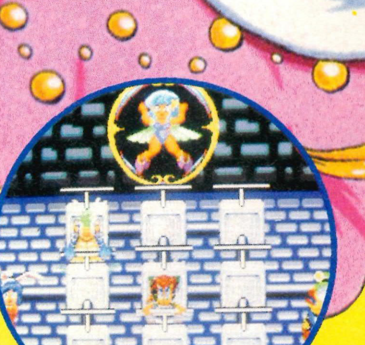
This Megadrive adventure is a vast game. Marvel Land has four worlds, and each world incorporates seven levels. There are frantic rides on roller coasters, desperate treks across waterfalls, mayhem aboard steamboats, and castle-bound intrigue. Basically, it's all the fun of the fair!



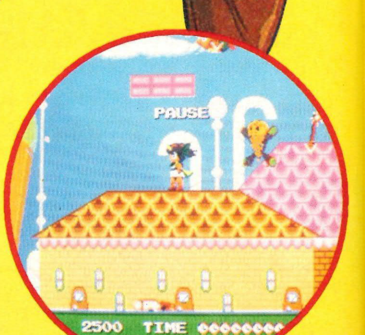


COUNTDOWN CONUNDRUM

Rock blunts scissors, scissors cut paper, paper covers rock! Everyone knows that game, and Talmit has to play it to stand a chance of graduating from world one. At the end of stage two things get very strange. The task involves finding the correct pump to make the octopus burst! Talmit's task at the end of world three is a case of matching up symbols quicker than his cake covered opponent. A friendly canine pops up at the end of level four. The idea is to chose a hole to appear from and bash him on the head before he does the same. If successful, Talmit enters bonus levels, where reaching for the stars is rewarded with points aplenty.

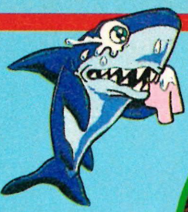


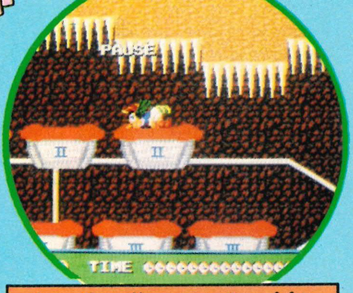
▲ Talmit helps an Octopus explode!



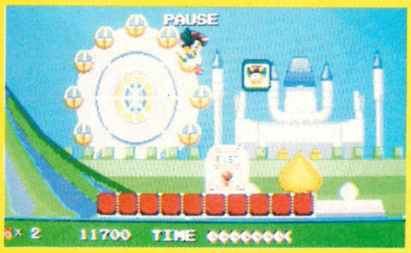
▲ Carrot on a hot tin roof.

T'S
NTURE



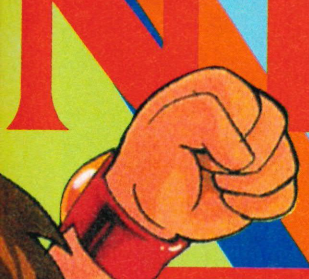


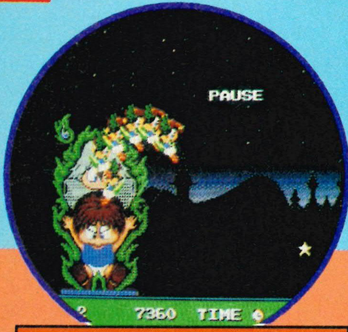
▲ *A roller coaster ride to poker time!*



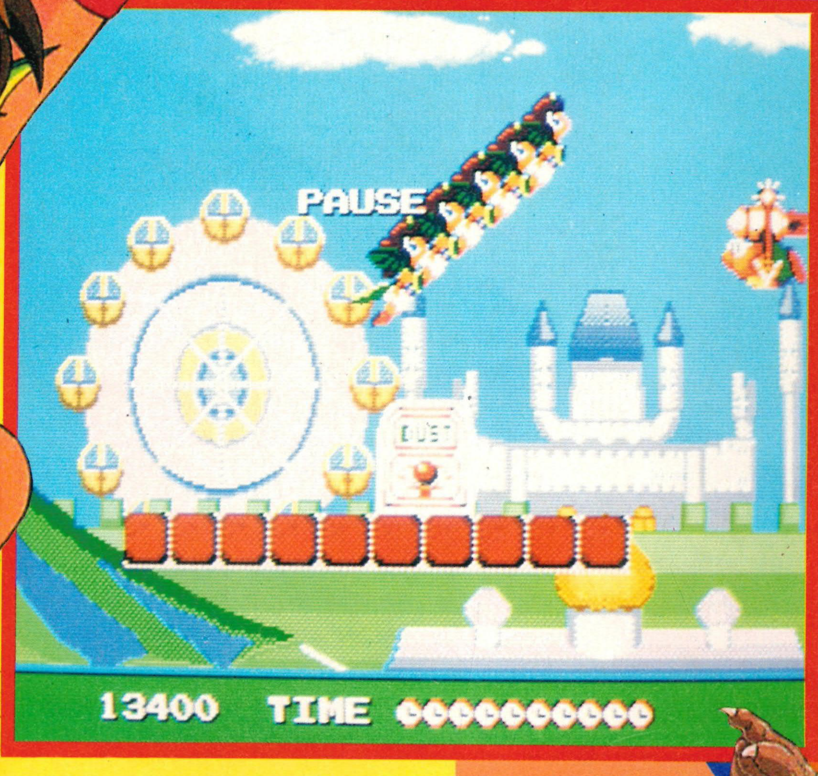
WORLD 1

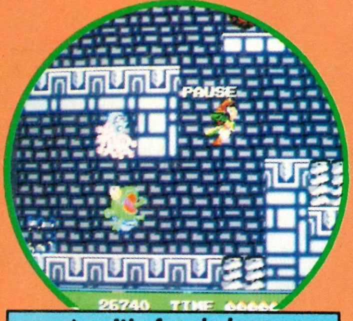
Marvel Land is split into four worlds. World one contains most of the typical fairground attractions, like the ferris wheel, the swinging pirate ship and the roller coaster. Whilst they are awkward obstacles, they can be used to Talmit's advantage. There are hidden doors among the clouds which can only be reached by braving some of the rides.





▲ *Talmit reaches for the stars.*





▲ *It's frog's legs for dinner.*

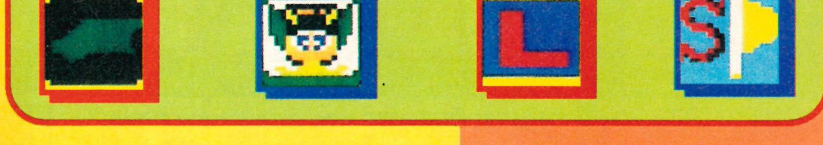
COMMENT

ROB

The first thing that grabs you about Talmit's Adventure is the quality of the graphics. The screen is awash with colourful sprites and backdrops, and the comical style of the characters brings Robocod to mind, especially on world three where the scenery is made up of various types of food. The whole platform experience is here, with a few original extras like Talmit's revolving attack method. But this game does have its short-falls. A straight forward feet-first attack requires absolute precision, which can lead to frustrating deaths. This problem is magnified when you consider that Talmit's Adventure involves some tricky gameplay. Another thing to watch out for is the slowdown that occurs at certain points, which can jeopardize your progress. But for me, the pros tend to outweigh the cons, because the size of the game and the range of entertaining features provide the incentive to keep coming back for another go. A good example of the genre.

CREATED IN HIS OWN IMAGE

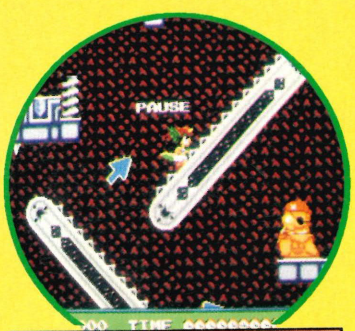
There are plenty of items for Talmit to collect that have a variety of uses. Most interesting is the spin attack. When Talmit collects this icon, he is followed around by multiple clones of himself that spin at a touch of the right button eradicating any baddie unfortunate enough to be in its way. Wings and extra lives are also available.



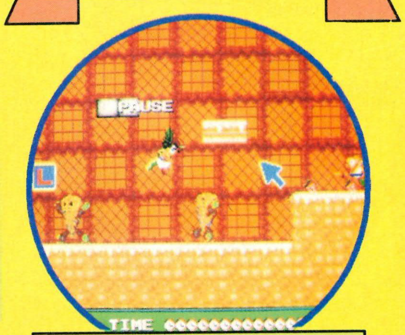
COMMENT

RICH

Talmit's Adventure (also known as Marvel Land) is graphically a fine game with many eye-catching features to keep you entertained. It's also very large game. Four worlds may not sound like a lot, but there are many sub-levels to each world and all of them are quite large. My main niggle with this game is that the action is just not really that exciting, especially compared with the likes of Sonic the Hedgehog, Spider-Man or Chuck Rock. The pin-point accuracy required to succeed in the game is also something that takes some getting used to, as Rob mentions in his comment. Megadrive gamers who enjoy platform games should get their money's worth from this one. Others should try to get a look at the game before buying.



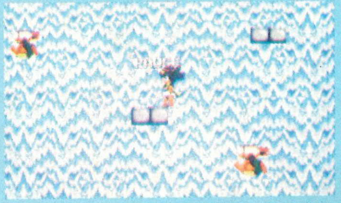
▲ *Talmit tackles the 39 Steps.*



▲ *Revenge of the killer carrots.*

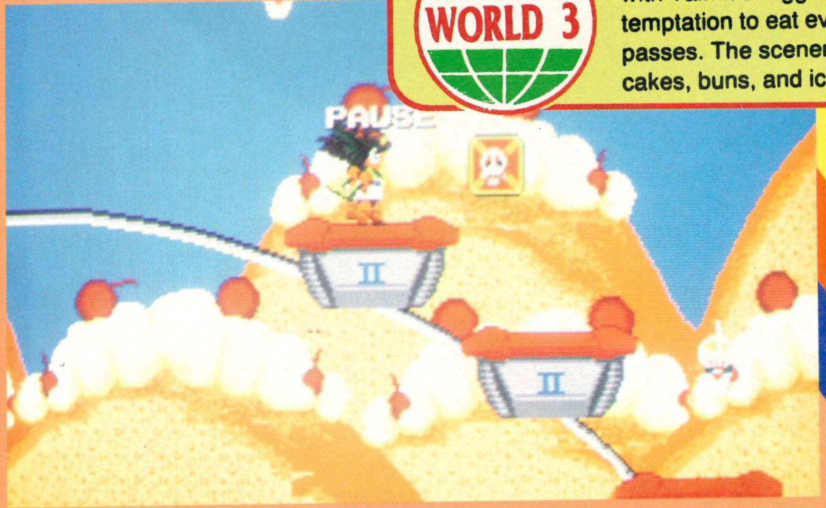
WORLD 2

World two takes our hero out into the hills, where crossing waterfalls and streams is the order of the day. Look out for the sharp shooting fish and many cunning platform hazards designed to put Talmit on ice!

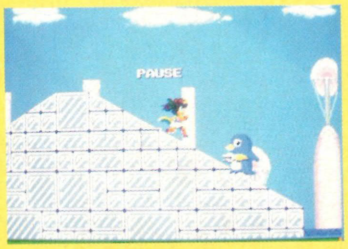


WORLD 3

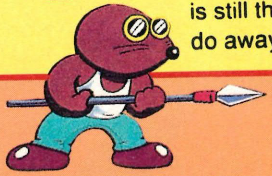
World three is truly scrumptious, with Talmit struggling to resist the temptation to eat everything he passes. The scenery is made up of cakes, buns, and ice creams.



WORLD 4



Things cool down in World Four, where penguins armed with spikes stalk the ice, among many other platform-related hazards. But once you've got this far and you've exhausted the bonus levels, there is still the villainous Viking Wolf to do away with.



BY: NAMCOT
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RELEASE DATE: AUGUST
GAME DIFFICULTY: MEDIUM/HARD
LIVES: 3
CONTINUES: NONE
SKILL LEVELS: 3
RESPONSIVENESS: GOOD

1 PLAYERS

PRESENTATION 90%

Loads of enjoyable title screens and plenty of options, including an essential password system.

GRAPHICS 87%

Sprites are well defined and there are plenty of cheerful colours knocking about. The animation is pretty good as well.

SOUND 85%

Pleasant fairground tunes that catch the atmosphere of the game.

PLAYABILITY 80%

Controls are responsive, but the precision needed in attacks can frustrate. The game also suffers from slowdown occasionally.

LASTABILITY 84%

The amount of levels, and the difficulty of the game means you'll keep bashing away for some time.

OVERALL 83%

A platform game that includes all the regular features and a few new ones. Fans of the style should be satisfied.

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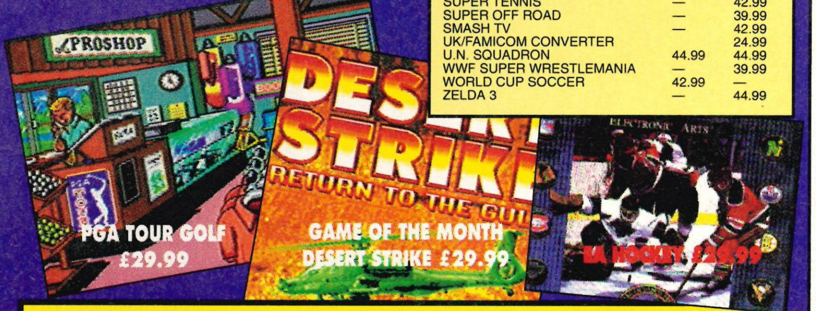

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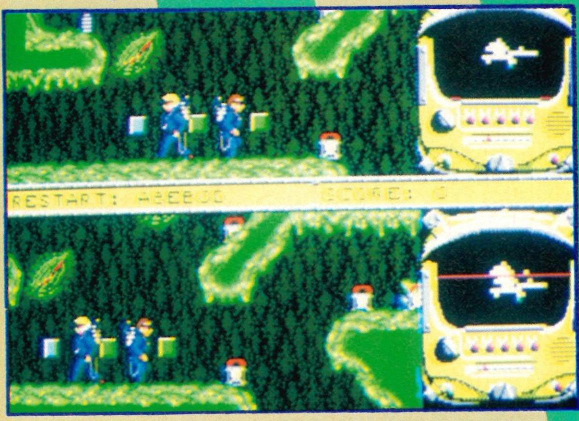
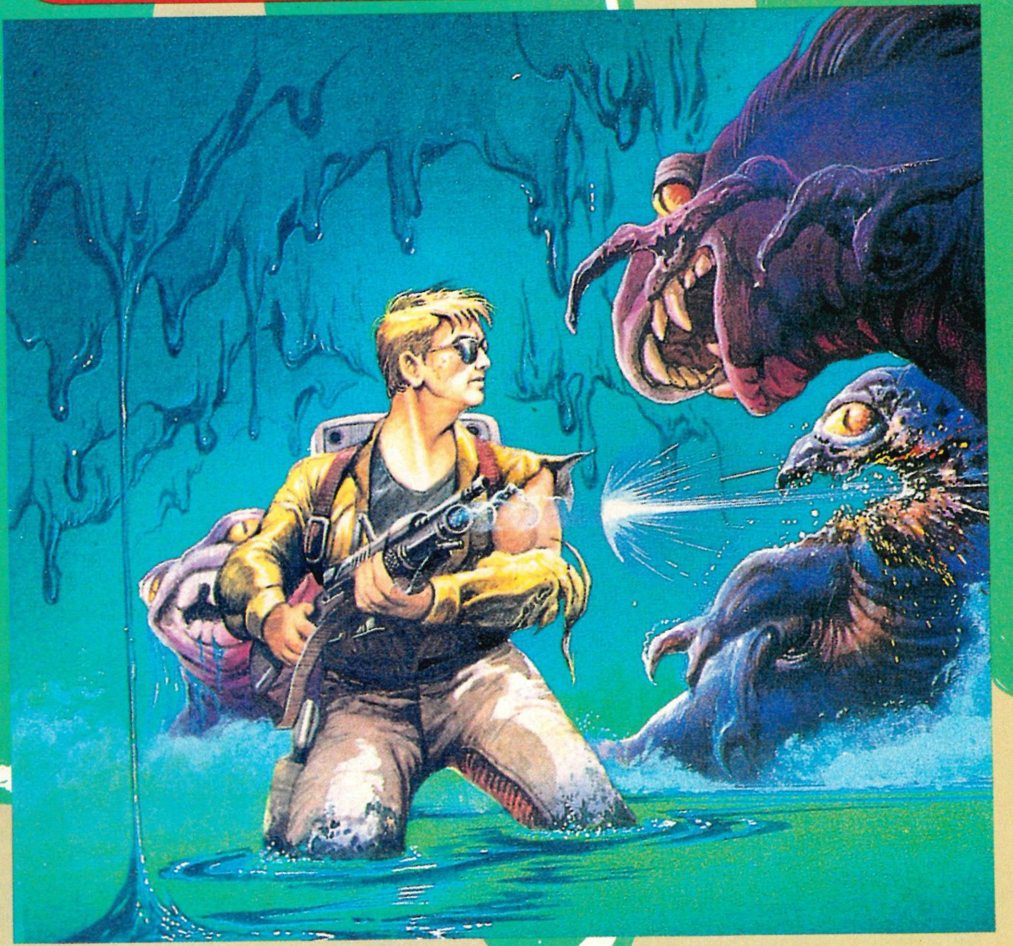
SLIME WORLD

By the end of the next century cleaning work is no longer the responsibility of shuffling old men with ancient vacuum cleaners. Look at Todd, a steel-jawed clear-eyed sack of testosterone. However. Todd's job extends a little further than cleaning a few local offices for a couple of hours a night. Todd is in fact an interplanetary space cleaner, with the unenviable task of cleaning up the putrid Slime World, a planet composed entirely of ant-eater mucus.

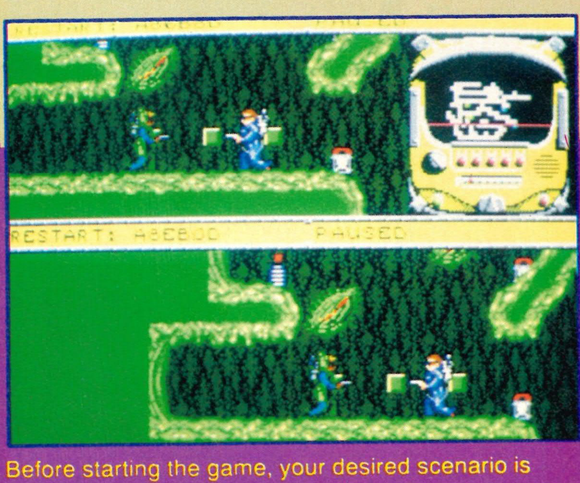
The thing is that Slime World is full of valuable minerals called slime gems which are of great use to Earth society. However, it is also full of evil slime-dwelling creatures with Todd's demise very much in mind. Todd must now clear the way for the mining colonists by ridding the planet of its odious hordes, as well as collecting as many slime gems as he can to increase his personal fortune.

The Slime World itself is a pseudo-platform network of tunnels composed of slime of a varying solidity. Todd runs, jumps and climbs around in his search for the slime gems, taking out slime monsters with his high-power water cannon on the way.





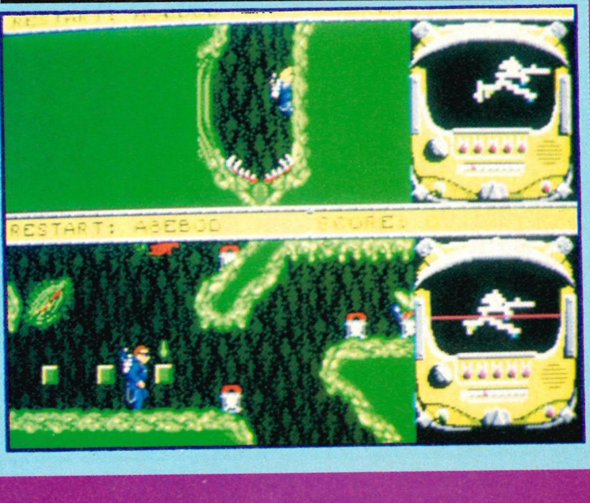
SLIMY SCENARIOS

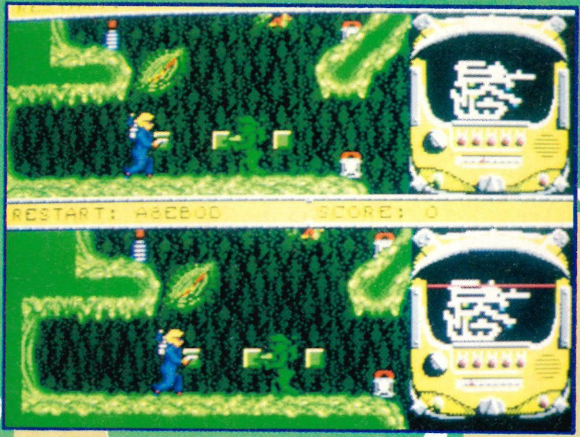


Before starting the game, your desired scenario is selected from a menu of possibilities. These go from the sedate exploration option, where the object is simply to find your way to the exit, to the survival option where you are stranded in the Slime World without any weapons and have to live or die by your wits. These options vary slightly in two-player mode, with some options being cooperative and others encouraging back-stabbing aplenty.

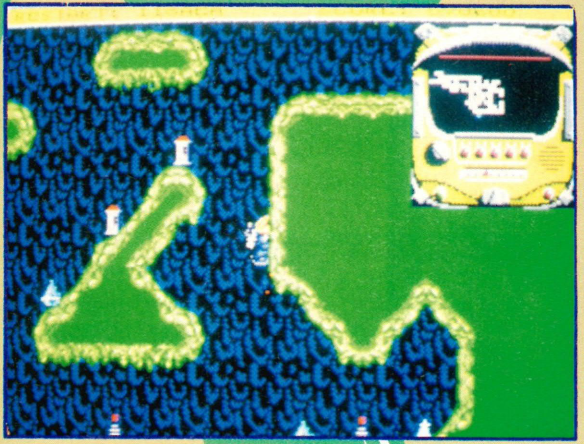
HE SLIMED ME!

Heroic as Todd is, he needn't take the perilous journey on his own. One of your friends can take control of Todd's trusted aide Kevin in the split-screen two-player mode. The two pals can use their water guns to clean each other by way of a quick hosing down and also shoot each other with slime guns should they stumble across one and feel particularly malevolent. Before the game starts it is up to you to decide whether to play cooperatively or competitively, with only the one true slime master surviving in the latter mode.

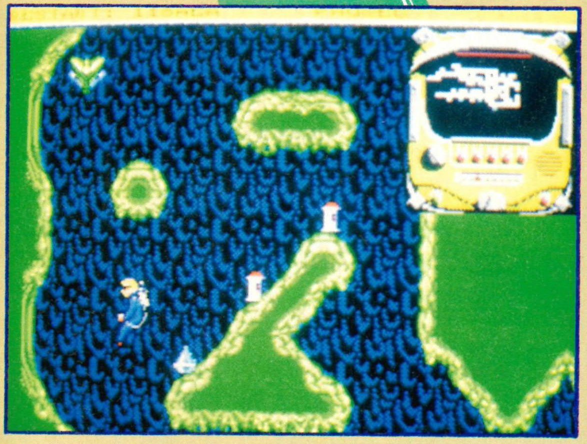




An exciting shot of the slime-related antics

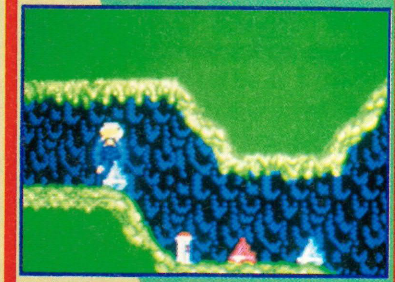


Note the map in the top-right corner.

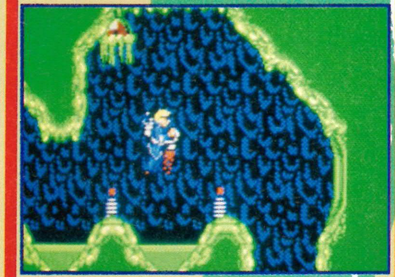


SLIMEY ITEMS

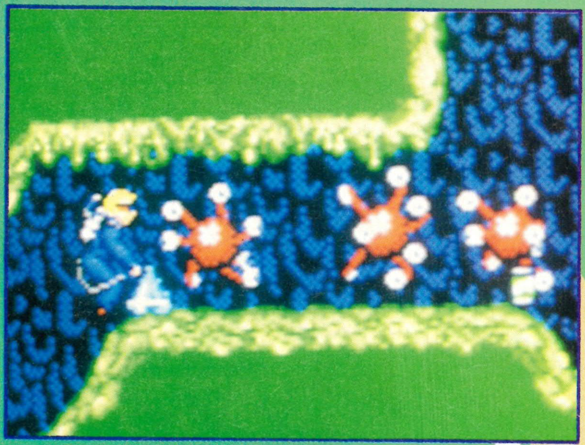
Dotted around the slime caverns are a number of objects which help Todd in his mission. These include weapon power-ups, slime shields which provide limited protection from slime covering, smart bombs and jet packs. Certain levels have a time limit within which Todd must make his escape. The small red mushrooms found in these levels are essential. Each mushroom raises the limit by one minute, up to a maximum of five, leaving Todd with plenty of time to take a leisurely stroll through the underground.



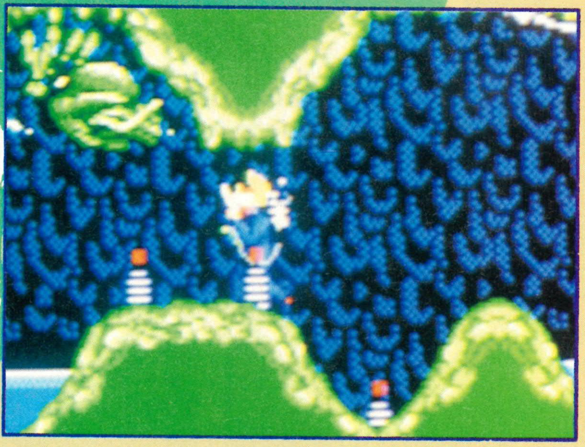
A close-up of Todd as he picks up some of the objects located in the slime caverns.



Todd jumps over a slime pool. Watch out for these as they dirty up our hero incredibly quickly!

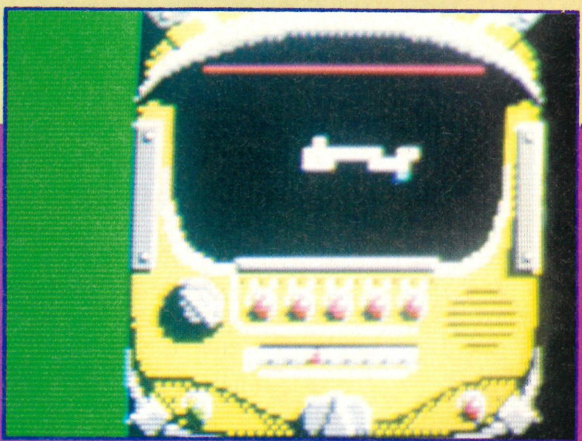


Uh-oh! More problems for Todd as he progresses into the level.



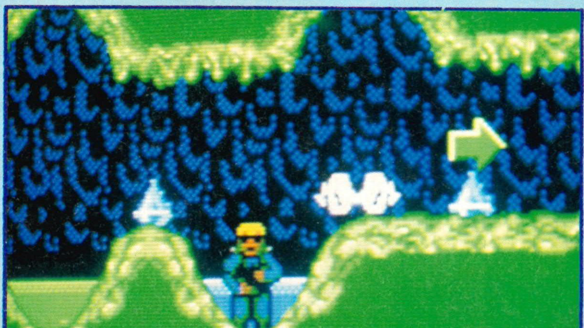
More meanies bite the dust, spewing slime all over the shop.

MAP-TASIC, MATE!

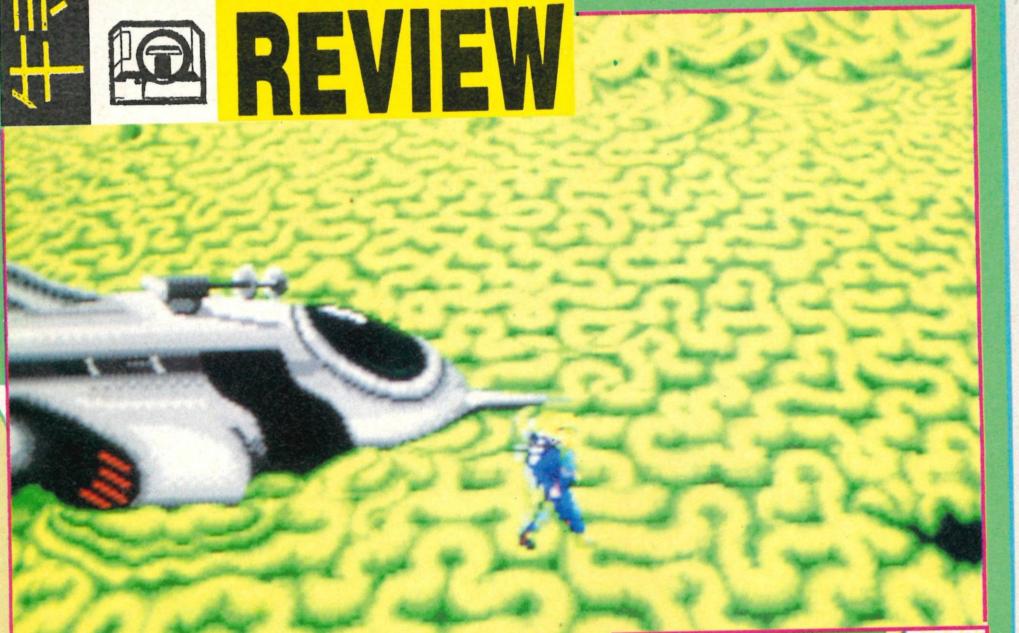


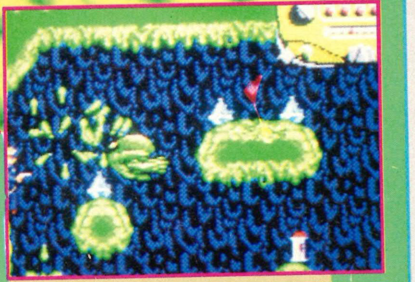
Todd and Kevin automatically start the game with their electronic maps. These miracles of modern technology auto-map the area which has already been traversed, making it simple to find your bearings if you should accidentally backtrack. The maps also record the positions of slime pools and water pools for ease of reference.

DEATH BY SLIME



There is only one way to die on Slime World - death by snot. As Todd comes into contact with slime beasts, murk pools and the like, he is slowly coated in gooey slime. Should Todd become excessively slimy he explodes! Luckily there are pools of fresh water dotted around at irregular intervals. If Todd is guided into one of these he promptly begins to wash himself, like the soul of cleanliness he is, thus preventing him from meeting a sticky (not to mention slimey) end.





▲ *The Slime World in all its glory! It's a pretty large place, as you can see.*

► *Todd enters a cavern and proceeds to shoot a whole bunch of slime meanies. Their slime shoots everywhere.*

Todd's Adventures in
SLIME
WORLD
Original design by
M. Peter Engelbrite
TM
Copyright 1991 Epyx, Inc.

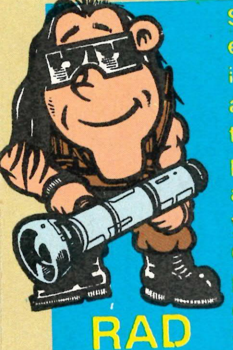
BY: MICRO WORLD

PRICE: £34.99

RELEASE DATE: OUT NOW
GAME DIFFICULTY: MEDIUM
LIVES: VARIES
CONTINUES: 0
SKILL LEVELS: 1
RESPONSIVENESS: SAD

1-2 PLAYERS

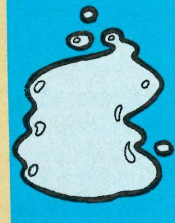
COMMENT



RAD

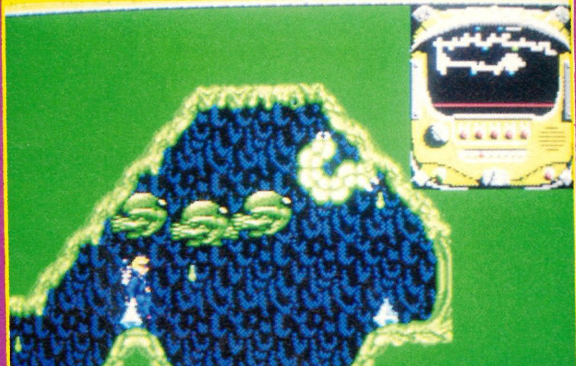
Slime World is entertaining in its concept, although the thought of a platform adventure where your character drowns in snot is pretty gross. The gameplay is mostly exploration based, encouraging you to learn your way around the Slime World and find all the secret rooms hidden in the mire. The appeal of Slime World is further bolstered by the enjoyable two-player mode, especially in a competitive scenario! However, it's not all fun and frolics for Slime World. The graphics are atrocious, the sprites are malformed and grotesquely animated and the backgrounds don't really change. The scrolling is jerky and blur-inducing, and the cack-handed controls and slow responsiveness rob the game of a lot of its potential. Slime World is a fairly original and challenging title which is okay if you don't mind the crippled pace.

COMMENT



RICH

Slime World is a pretty jolly game and should appeal to people who enjoy a good exploration game. There's plenty of mapable levels to explore throughout the game and a variety of secret rooms to unearth beneath all the slime! Slime World's many different game variations and the great two-player mode also add to the fun. My gripes with the game are similar to Rad's. The game is graphically backward and jerky scrolling should not be permitted on any Megadrive game. I guess it's just down to poor programming. Exploration fans with a chum ready for some two-player frivolity will probably get their money's worth. Everybody else should spend their hard-earned shekels elsewhere.



▲ *Facing up to some of the more dangerous territories in Slime World.*

PRESENTATION 76%

Quite a few options and lots of intermissions (although they're not very good).

GRAPHICS 48%

Clodhopping sprites and bo-o-o-ring backgrounds all in attractive shades of green.

SOUND 61%

Bleepy tunes but suitably slimy effects add a bit of atmosphere.

PLAYABILITY 72%

An original game which is slightly marred by cumbersome controls. It's still fairly playable though.

LASTABILITY 70%

There are a number of mission scenarios to test you, some of which are rock hard.

OVERALL 70%

An interesting title which is prevented from reaching classic status by slow responsiveness and awkward controls.

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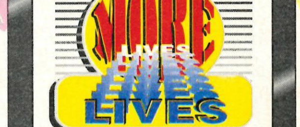

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Shock! Horror! The mysterious and evil beings of Planet X have declared war on Earth! Their superior intellects and advanced weaponry are sure to overcome the puny Earth forces, and doom lurks on the horizon for the human race. But hark! Up from the depths, thirty storeys high comes Godzilla, King of the Monsters! And fluttering around a light bulb behind him is none other than Mothra, heroic giant moth! The duo realise there is but one course of action open to them - they must fight their way across the solar system to Planet X destroying the enemy forces and monsters as they go, until finally reaching the home command base whereupon they shall indulge in an orgy of rubber-suited destruction and unconvincing fire-breathing annihilation.

Now take charge of the monstrous pairs' rampage of destruction in this large-scale scrolling combat game in which Godzilla and his pal take on opposing forces from tiny tanks and gun emplacements to giant mechanised Godzillabots. The object of each level is to reach the enemy command post, destroy it and use the teleporters to warp to the next planet. Liberate eight planets and the Earth is saved from a fate worse than Godzuki cartoon re-runs.

GODZILLA

MOVE RATE: 2 HEXES

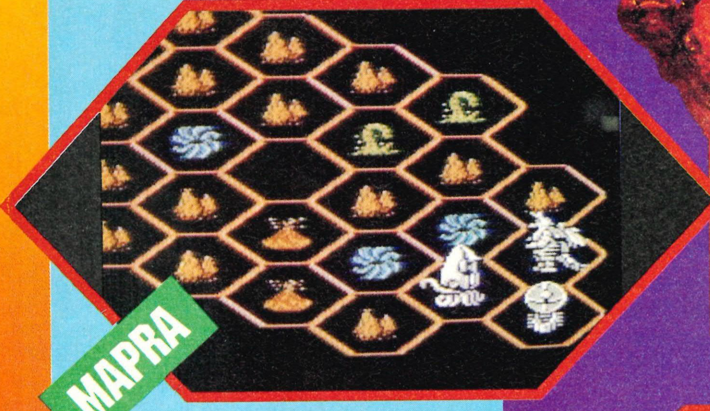
ATTACKS: Godzilla can punch and kick using the A and B buttons, as well as perform jumping attacks (UP on the joypad) and a deadly spinning tail lash, although he must be in a crouch to do this.

SPECIAL ATTACK: Pressing SELECT unleashes Godzilla's radiation fire blast. Although this is highly powerful it tends to drain his power bar very quickly and this takes a long time to replenish. Best saved for boss monsters.

GIGAN

Gigan's strongest weapon is the Stingers on his chest. These suddenly shoot out and spin around like a circular saw. His eye beam drains Godzilla and Mothra's power as well as their energy, so watch out.

MAPRA



At the start of each level, a 3D hex map displaying all the sectors of the planet, the terrain of each hex plus the location of the enemy base is shown. Godzilla, Mothra and the enemy monsters are also displayed. Each side takes it in turn to move their monsters, with each one having a different move rate. The friendly monsters then traverse their routes in turn, fighting evil along the way. Should they encounter a monster from the wrong side of the tracks, play switches to a one-on-one combat screen where the two battle it out.

MONSTER OF
GODZ

MECHA-GODZILLA

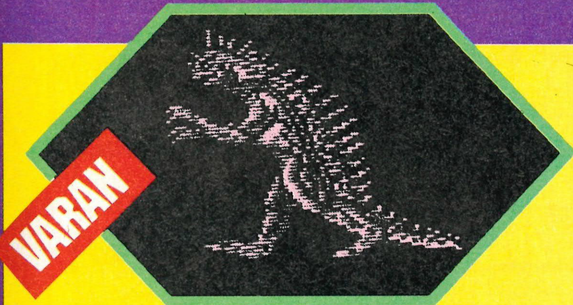
Mecha-Godzilla is almost equal to the real thing in terms of power. The Space Beam it projects from its eyes is very dangerous and its punches are the most powerful of all the monsters. Try lots of special attacks.

BARAGON

Another jumping type. The heat rays Baragon shoots from his horn make him a trickier foe than Gezora, but he is made pretty predictable by his squatting antics before every attack.

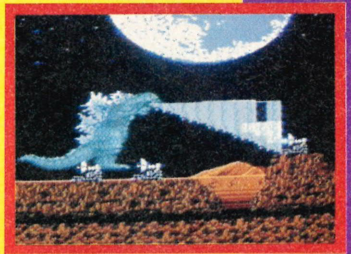
MOGUERA

A rather sad robot monster who repeats the same attacks over and over again, although his eye beam is quite nasty. Trap him in a corner and he's as good as dead.



VARAN

Standing as tall as Godzilla, Varan is a very dangerous opponent in a grapple. However, he has no ranged attacks, so eye beams or fire breathing should see him off.



MONSTERS

ILLA

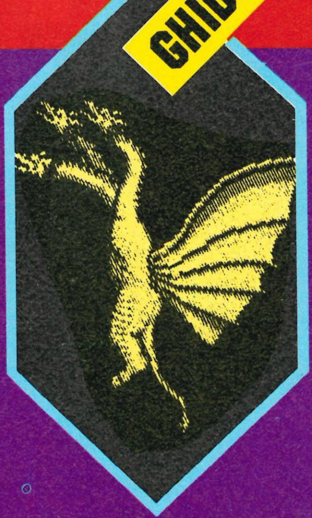
COMMENT

RAD

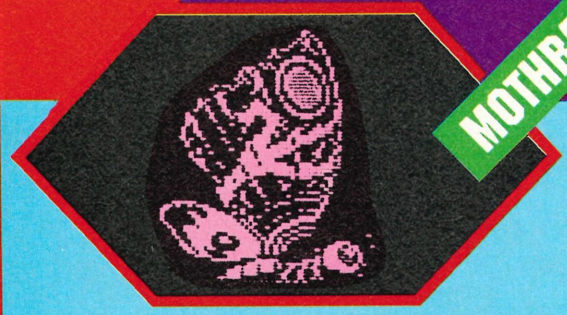
Look at the box for Godzilla and it seems very tempting - there are lots of huge, colourful sprites in glorious detail in the screenshots and the promise of much fire-breathing malarkey. However, these expectations are cut painfully short within minutes of play. The strategy element seems great but ultimately it doesn't make any difference to the game. The main problem is that your monsters are too big, it's impossible to dodge most of the shots on the scrolling levels, and survival is merely a matter of finding enough life-ups to sustain you. Combat with the enemy monsters has little skill involved, once again because there is so little room to manoeuvre. Playing as Mothra is even worse since every time you are hit you are repelled to the bottom corner of the screen, making it all too easy to become inescapably trapped by a gun emplacement which keeps on hitting you until you die. The graphics don't even live up to the promise of the static screen shots - there's a real slowdown problem whenever the screen gets halfway full and a lot of sprite flicker too. Give it a miss.

Top monster Ghidora is as hard as they come. His randomly-fired gravity rays and unpredictable bite attacks from his three heads spell death for amateur monsters. Much ducking, diving and fire-breathing

GHIDORA



MOTHRA

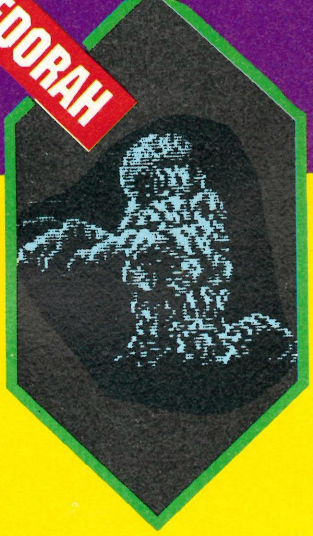


MOVE RATE: 4 HEXES

ATTACKS: Pressing either A or B fires Mothra's amazing moth-like eye lasers. These beams are less than powerful but they have a decent range which makes it quite easy to gain an advantage over bosses and non-weapons firing enemies.

SPECIAL ATTACKS: Mothra can launch a poisonous powder attack by shedding his scales. Although this doesn't cause much of a strain on his power bar it's pretty feeble and the range is only the area directly below Mothra's winged form.

HEDORAH

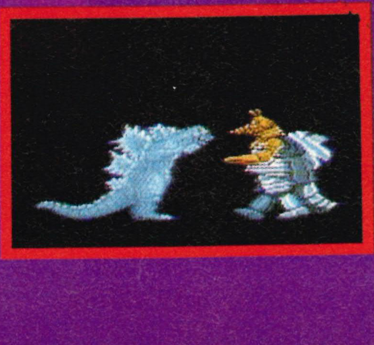


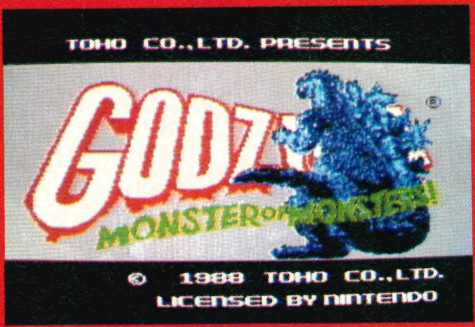
This shambling slime beast is surprisingly quick with fairly powerful missile attacks. His expandable hands are the worst though, so don't get in too close.

COMMENT

JULIAN

I like all the crappy cheesiness of the Godzilla films - they're a great laugh, which is more than can be said about this sad effort. The potential of a veritable monsterbrawl fest has been sadly lost in a sea of slow, flickery graphics and awkward gameplay. The Godzilla sprite is just too large to do anything except take damage from the myriad of gun emplacements and stuff, and instead of humungous combat you end up struggling to get to the next energy icon. The one-on-one combat sequences are more fun, but at the end of the day this simply hasn't got what it takes to make it an enjoyable and worthwhile game.





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PRICE: £34.99

RELEASE DATE: OUT NOW
GAME DIFFICULTY: MEDIUM
LIVES: 2
CONTINUES: PASSWORD
SKILL LEVELS: 1
RESPONSIVENESS: SAD

1 PLAYER

PRESENTATION 80%

Long intro and nice title screens. Excellent in-game presentation

GRAPHICS 67%

Big, colourful and detailed monster sprites, although the smaller ones are lacking somewhat. Atrocious flicker.

SOUND 69%

Decent enough tune plays along, but the effects are dull.

PLAYABILITY 53%

Slow, cumbersome, unwieldy, monotonous, dull. All of these words describe Godzilla.

LASTABILITY 39%

Although there are a large number of levels, there's no compulsion to see the next one as they all have the same backgrounds.

OVERALL 45%

Disappointment is the order of the day for this awful scrolling plodder. Avoid this one, dodgy rubber suit fans.

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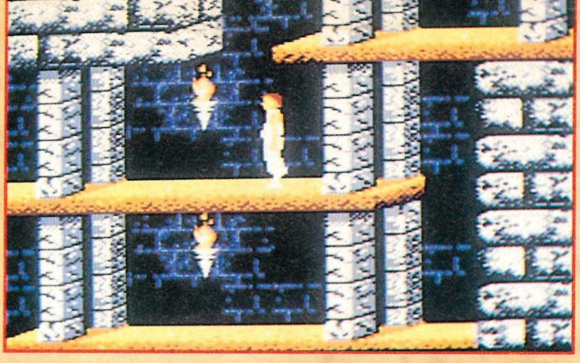
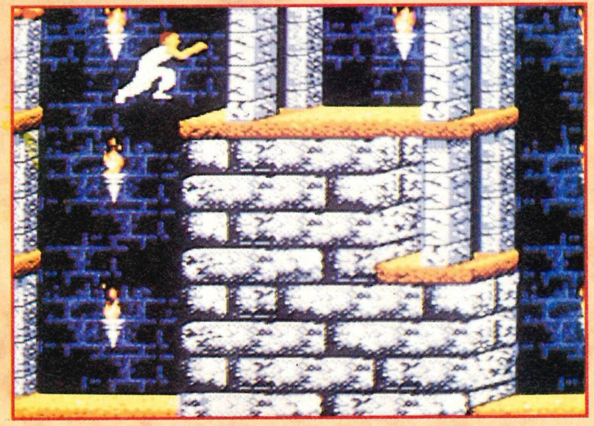
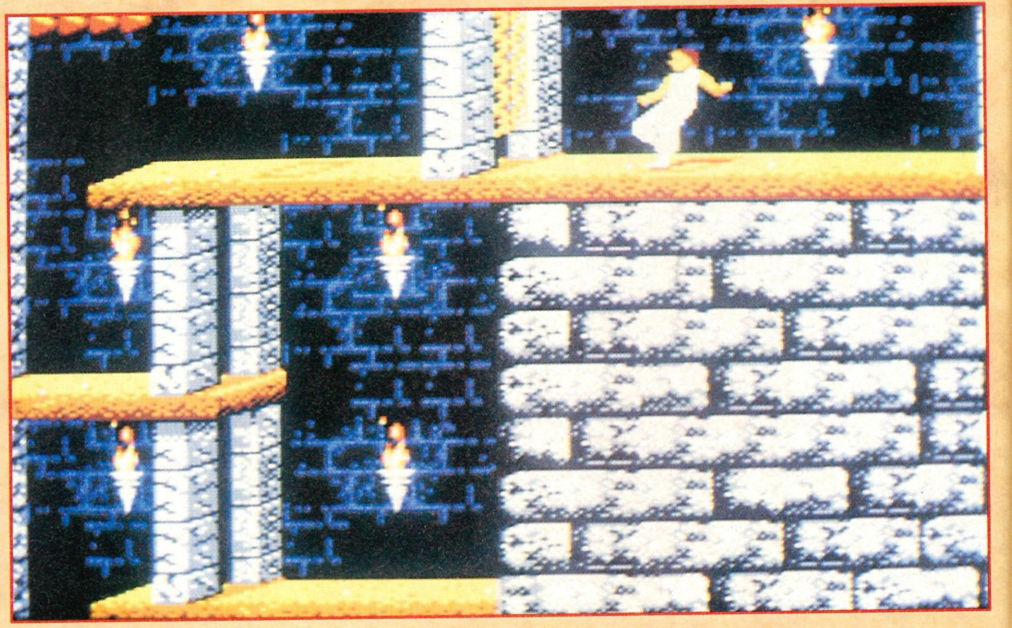


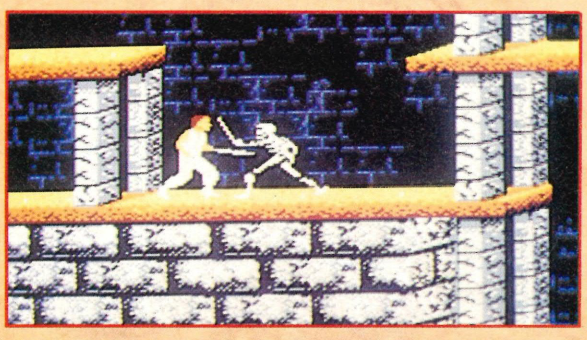
The hero ponders his next move during level one.



There are many perilous leaps in store during this game!



Many pressure pads are in evidence. This one opens the door in this room.



PRINCE OF P

The Sultan of Persia has left the country, seeking to bring his own kind of scimitar-related justice to the heathen that dare inhabit the same world as him. He's left his trusted aide, Jaffar in charge of the country while he's out slaying people. Unfortunately, Jaffar isn't the trustworthy politician and trusted companion that the Sultan thought he was. Indeed, he is in fact a megalomaniacal madman out to seize Persia's reigns of power. In order to carry out this out "legally" he plans to marry the Sultan's daughter and then take over using the privileges of her birthright!

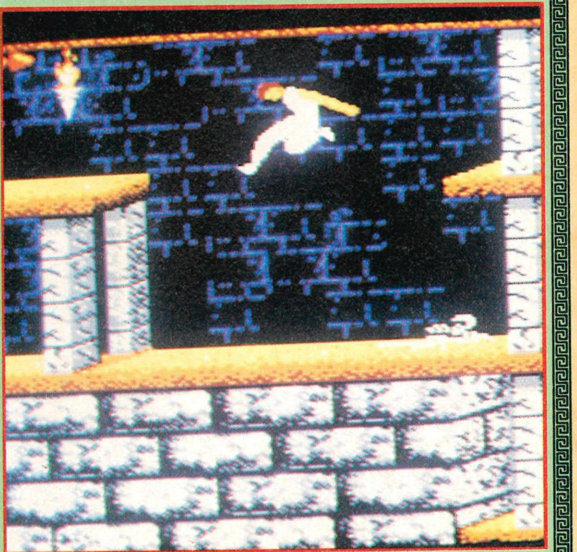
As the husky voice-over at the beginning of Knight Rider used to say, "One man can make a difference!" and that particular individual turns out to be a lowly peasant worker who catches wind of Jaffar's fiendish plot and decides to take him on single-handedly!

This is all an excuse for ten levels' worth of platform-related mayhem, as you control the hero as he progresses through the palace slapping Jaffar's henchmen about and working his way towards the final confrontation with the twisted madman himself!

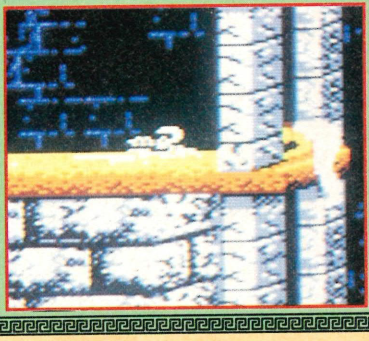
However, luck isn't on your side. You start the game captured by Jaffar's minions and thrown into the deepest, dankest dungeon in the land! Can you escape, find a sword and then rescue the Princess from Jaffar's perverted clutches? Can you stop Jaffar becoming the Prince of Persia?

REALISM

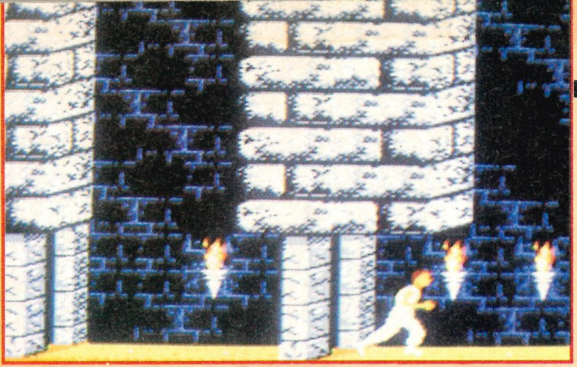
The most striking part of Prince of Persia is the outstanding animation of your character and the range of actions he performs. For example, he has two types of jump: a simple leap and a running jump. The latter enables him to spring across larger distances. Holding the button down during a jump readies our hero to grab hold of any ledges he might pass by on his descent. Other moves, like sneaking through spike fields and jumping up to grab onto other platforms are also available.



Surely he won't make that leap!

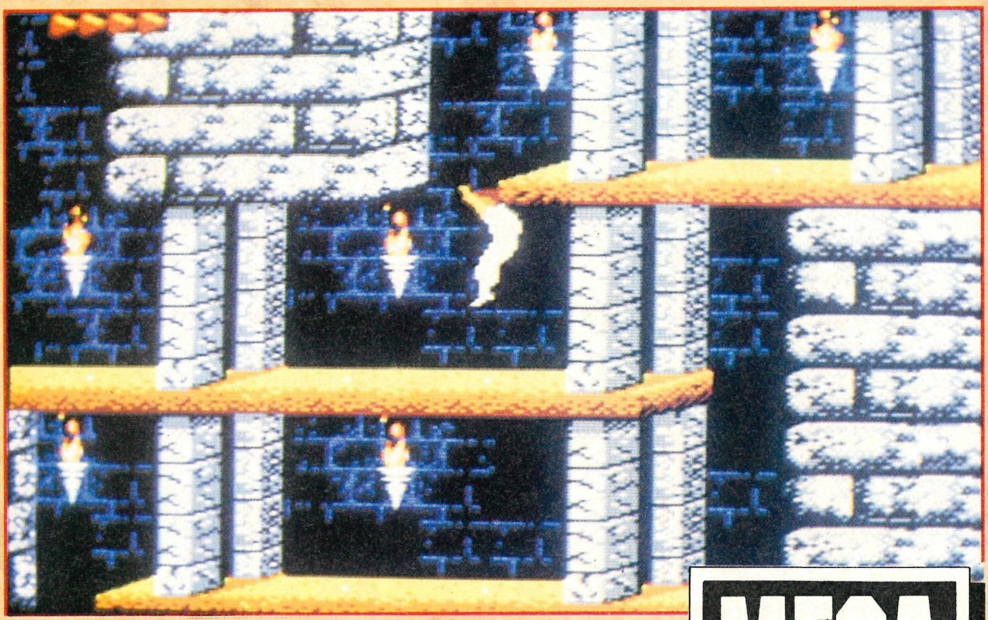


Clambering up to a new platform.

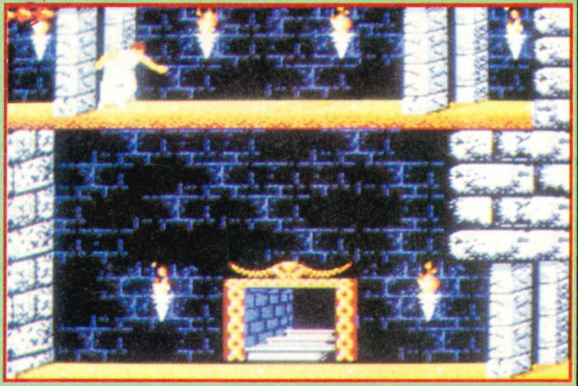


Level three (pictured) is the first real challenge in the game. Are you up to it?

Larger falls deplete your energy.



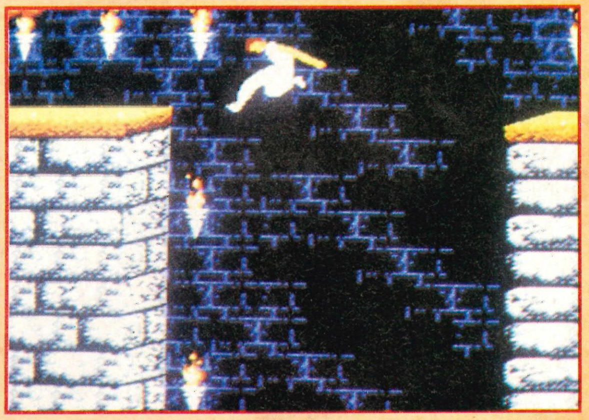
IT'S A SECRET



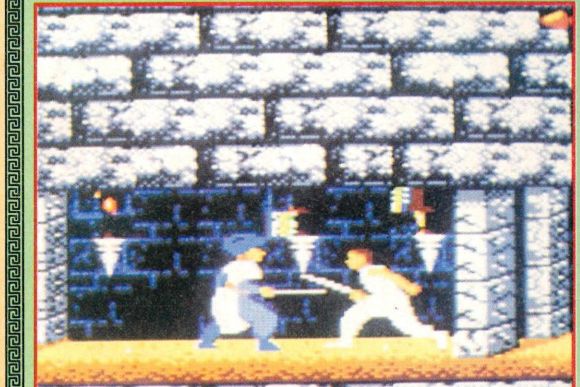
Not a lot of people know this but there are many secret rooms hidden away in Prince of Persia. Parts of Jaffar's palace have a false ceiling that gives way if you poke it a bit. Just jump up and touch the ceiling to reveal the false tiles. Once you have gained access to the secret rooms, look out for life-prolonging potions.

ERSIA

MEGA GAME



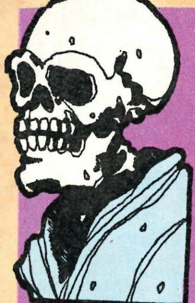
SWORDPLAY SHENANIGANS



Once the player has located his trusty sword, he can pull it out at will and indulge in some swordplay with Jaffar's twisted minions. Unfortunately, only two moves are available. A good thrust is just the business for cutting up any opponent, while the parry option checks any attack from your adversary. Mastering the use of your sword is essential to progress through the game.

A fight to the death with one of Jaffar's henchmen in Prince of Persia. Only two moves, thrust and parry are available for use.

COMMENT

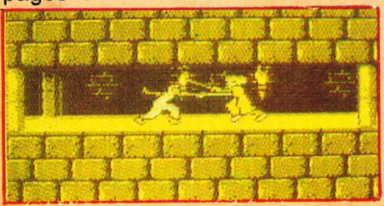


JULIAN

Although it looks like just another platform game, Prince of Persia takes a fresh angle on this popular formula. Instead of the usual arcade-style running and jumping about, the gameplay is fairly sedate and, for want of a better description, far more realistic than anything I've played before. You have to think about where you're jumping to, whether to haul yourself up a level or cautiously drop down a floor. The realism is further enhanced by the outstanding animation. The movement of the main character is truly brilliant and is easily the most realistic I've seen in a console game - this is a game you really have to see to appreciate. The only thing I was slightly disappointed with was the combat - it's all a bit weak and the parrying and thrusting could have been made far more realistic. But really that's a minor niggle, and it doesn't stop this being an essential purchase for platform/arcade adventure fans.

CONSOLE CONNECTIONS

If you like the look of what you see here, you might be interested to know that Prince of Persia has been converted to other consoles. A Gameboy version is currently available that looks and plays just like the original version! Currently in production is a Super NES version. This looks like packing in even better graphics along with more superior gameplay. Keep your eyes adhered to our news pages for more information.



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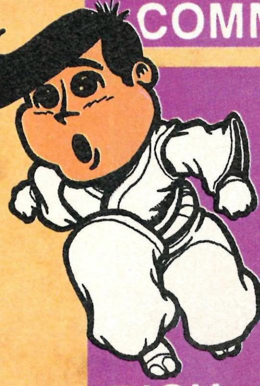
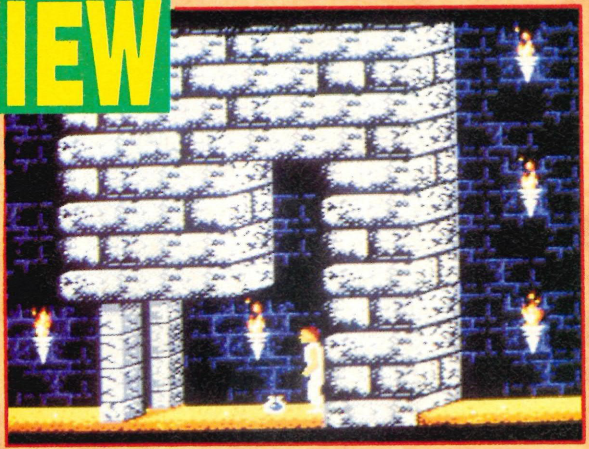
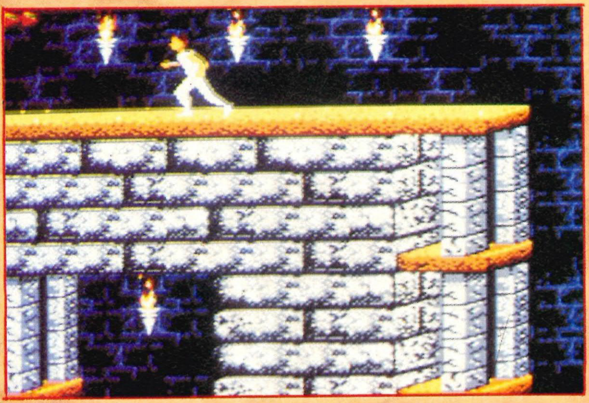
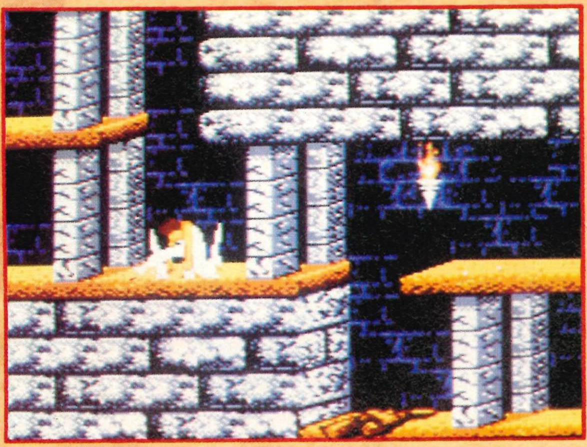


RICH

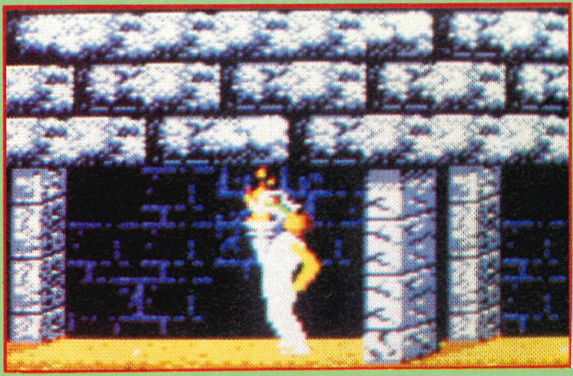
I used to be a real Prince of Persia fan. I had the PC version and many hours were spent playing it (when I should have been writing the mag!). This Master System version is truly excellent. It manages to combine all of the superb graphics and the stylish gameplay of the original computer versions, making for a game that's very enjoyable to play and extremely tough to beat. It's a bit difficult to play at first. The controls seem unresponsive and tricky, but once you've sussed out how to use them properly, you'll be stunned by the sheer amount of things you can do in the game. My one moan is that sword-fighting is not quite as responsive as the computer version. This makes parrying your opponent's thrusts very difficult. But apart from that niggle, I can report that Prince of Persia is an excellent conversion and it's the best thing I've played on the Master System this month. Go for it!



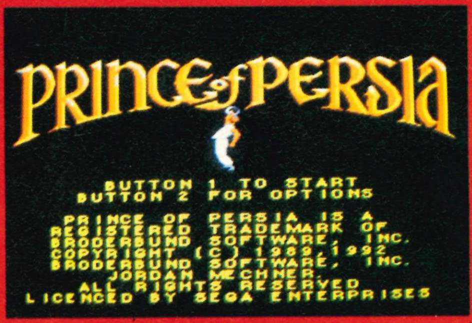




PECULIAR POTIONS



Dotted around Jaffar's palace are various potions just waiting for our weary hero to consume. But watch out, because some potions are poisonous! However, keep a look out for the good potions. Some of these just increase the energy level of our hero. Others actually increase the size of his energy bar, enabling him to take more damage! Hurrah!



PRINCE OF PERSIA

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BY: DOMARK
PRICE: £TBA
RELEASE DATE: TBA
GAME DIFFICULTY: MEDIUM
LIVES: TIME LIMIT
CONTINUES: N/A
SKILL LEVELS: 1
RESPONSIVENESS: OKAY

1 PLAYERS

PRESENTATION 56%

A few options on the spartan intro screens, but otherwise, there's next to nothing.

GRAPHICS 93%

The backdrops are a tad repetitive, but the amazing animation will leave you gasping in awe!

SOUND 71%

A few effects dotted around the game, but nothing outstanding.

PLAYABILITY 90%

Quite difficult to get to grips with, but after that, Prince of Persia becomes highly addictive...

LASTABILITY 92%

...And the large amount of levels makes this last for months.

OVERALL 91%

A truly superb platform game with amazing graphics and a serious long-term challenge.

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TINY TOON Adventures

Introducing Buster Bunny, Plucky Duck, Dizzy Devil and Furball, a bunch so cute that any self-respecting individual couldn't help but throw up if exposed to their presence! Tiny as they are, they do have a big problem. Montana Max has kidnapped Babs Bunny and is holding her hostage in his mansion. Her fate now rests in the hands of Buster and his buddies.

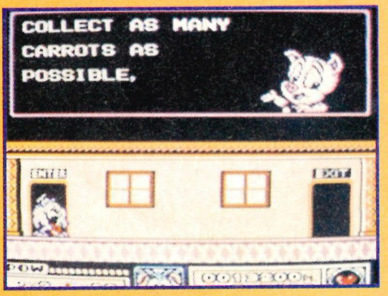
This NES toons escapade bounds around six stages with plenty of levels to conquer on each one. The journey is fraught with the usual danger as Buster comes up against Dr Gene Splicer, the skateboarding psycho, Arnold the body building pitbull and a whole host of other nasties. Once defeated, each of these bosses leaves behind a cage key. Six keys are required in order to save Babs from Montana Max's murderous clutches!

Buster is not alone though. Before each stage begins Shirley the Loon pops up and gives Buster the option of taking a pal with him on his quest. When Buster comes across a "toon-a-round", his partner appears in his place. Only by using this special technique will the Tiny Toons be able to defeat their twisted nemesis and his many minions.

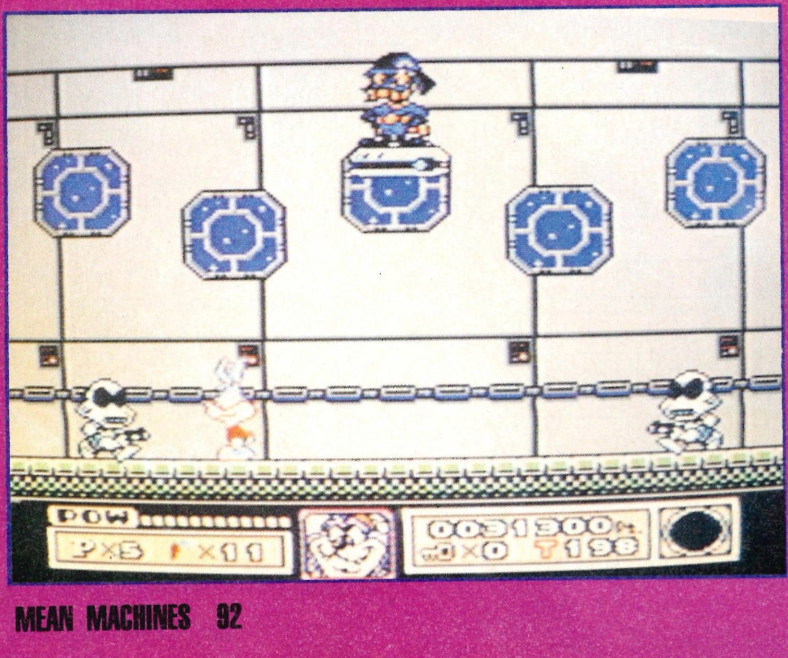
But for the fluffy bunny and his cute cohorts, there is a long way to go before the cuddly Babs is saved, and the whole furry lot of them can live happily ever after... Bluurrghh!

HAMMING IT UP

During his quest Buster or one of his pals is likely to stumble across a white door. Inside is Hamton the pig and although he's too portly to join in the assault on Monty's mansion, he is prepared to give you an extra life if you have collected enough carrots.



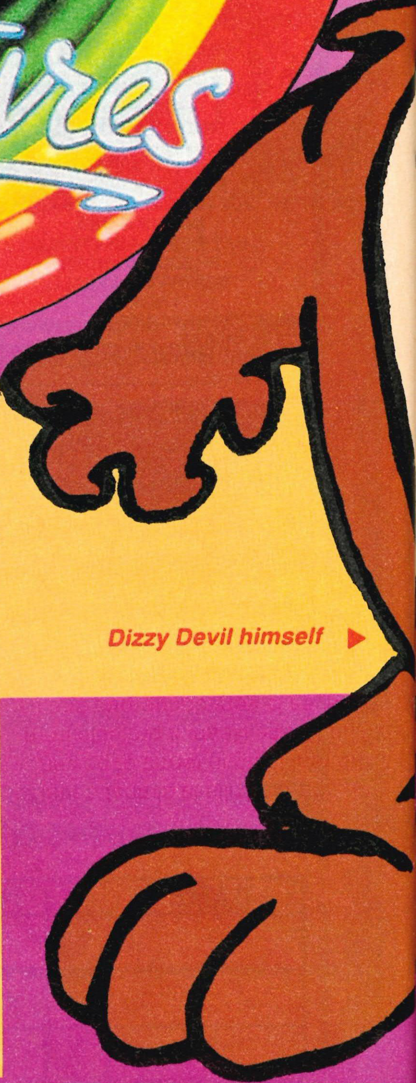
COLLECT AS MANY CARROTS AS POSSIBLE.



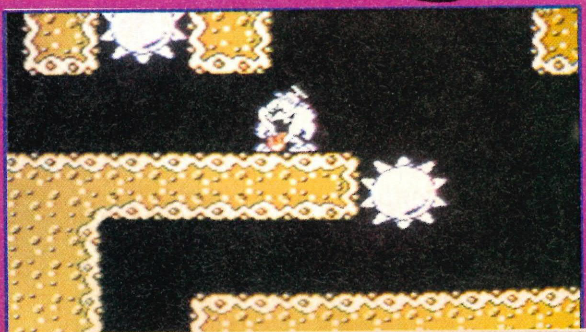
DIZZY!

As you would expect of a tasmanian devil, Dizzy is rather good at spinning. This special attack only lasts for a few seconds but while in full swing it makes Dizzy immune to any nasties and enables him to blast through walls. His demolition skills come in very handy on stage three where he can work his way through the forest.

Taz Jr spins his chin.

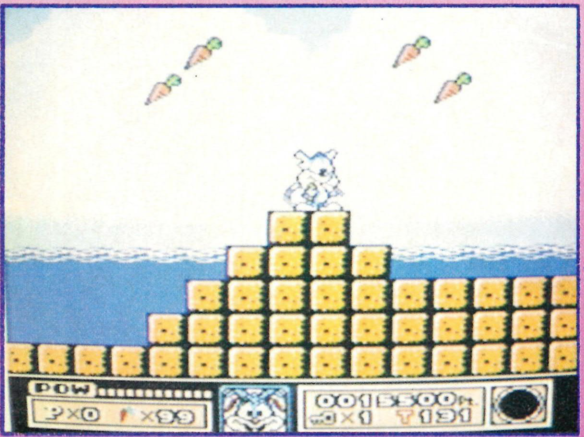


Dizzy Devil himself

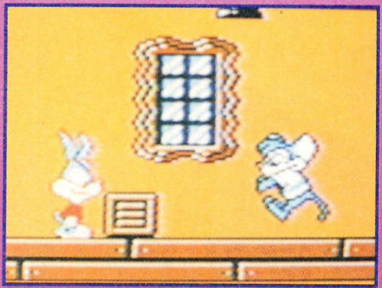


NINE LIVES ARE BETTER THAN ONE

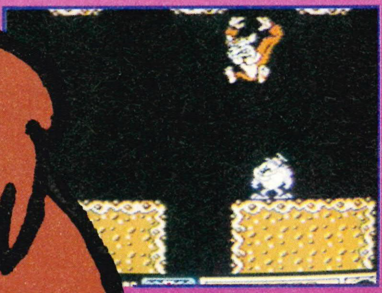
Everyone who owns a cat knows how they love to dig their claws right into your lap as a sign of affection. Furball digs his into the walls instead which allows him to scale them. It also means that he can save himself on cliffs, where the other characters would perish. Boomtown, stage four, is where he is most in his element.

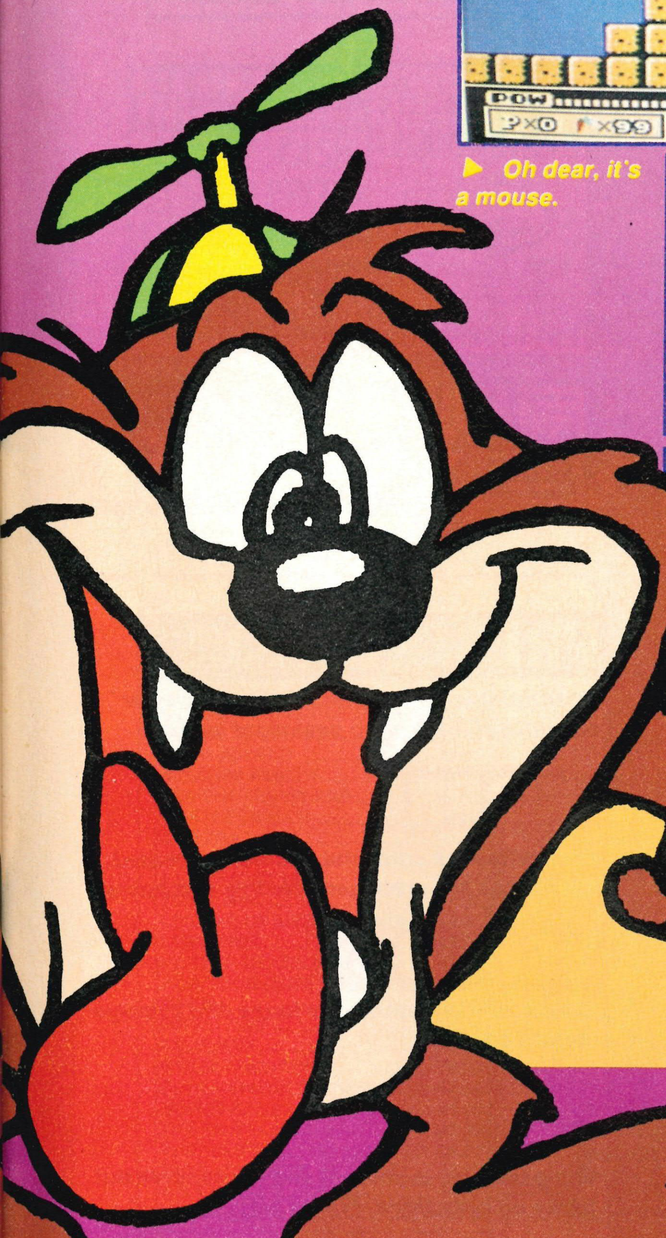


If Furball collects thirty of those tasty carrots an extra life is his.



Oh dear, it's a mouse.





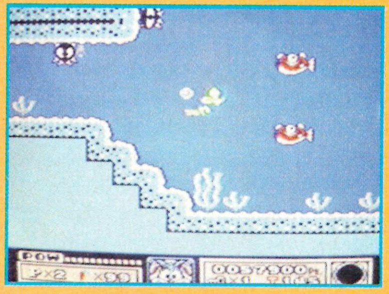
COMMENT

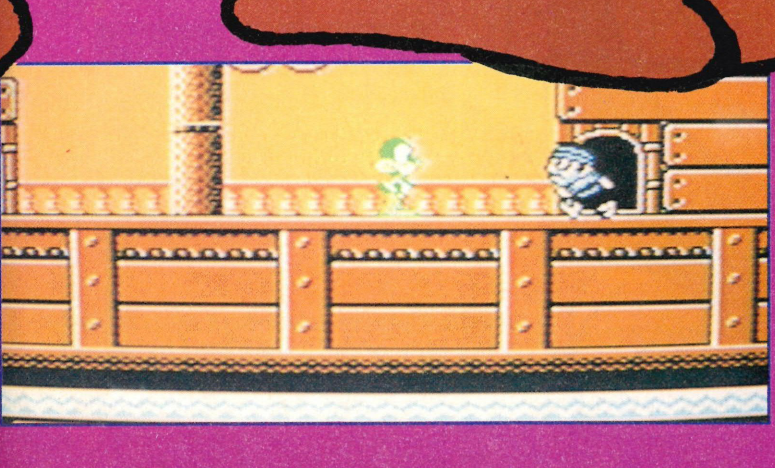
ROB

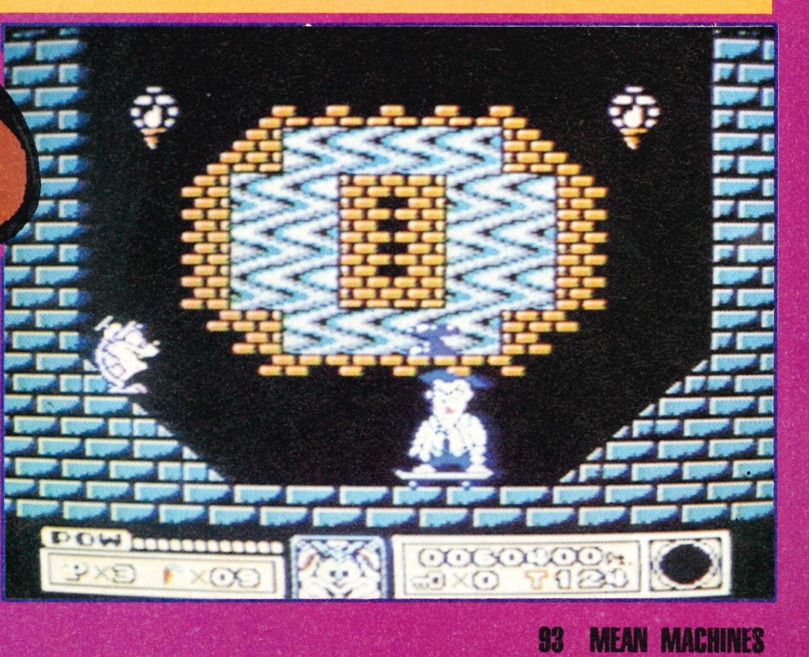
As a fan of cuddly cartoon characters I was looking forward to this. But having played Bugs Bunny's Birthday Blowout, which was pretty awful, I was wary of the fact that Tiny Toon Adventures might not live up to expectations. However, when I got into the swing of things I really started to enjoy this game. While the backdrops are nothing to write home about they are colourful, and the sprites are cheerfully drawn and well animated. The opportunity to chose different characters is also an entertaining option which adds a further dimension to the game. Unlike many other platform games of its kind, Tiny Toon Adventures is quite difficult, and while this is certainly a good thing, it is marred by the restart points in the game. The problem is that you have to keep going back to the start of the level, or when you use the continue option, back to the start of the stage. This makes the game frustrating at times, and it meant that I could breeze through the stages I was familiar with, but got stumped pretty quickly when travelling into unchartered territory. But gripes aside, if you're a platform fiend, or a cartoon fan, Tiny Toon Adventures could be an adventure!

HELLO DUCKY!

Being a bird, Plucky Duck uses his wings to stay in the air longer, keeping him out of trouble. He is also the best swimmer so it is worth picking him at the beginning of stage two, Motion Ocean.

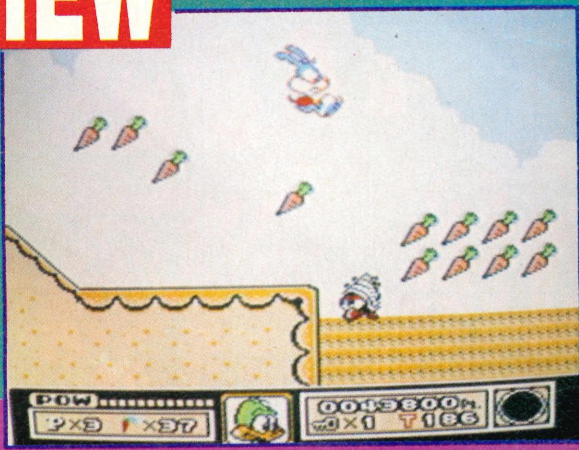


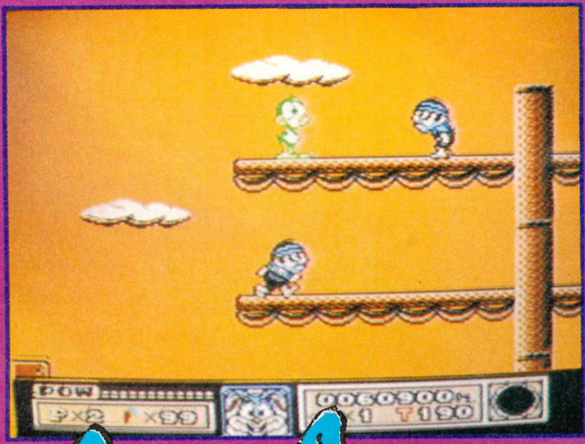




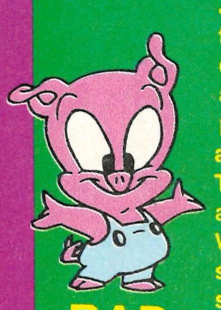
EXTRAS!

Following in the tradition of most platform games, there are plenty of things to bag on the journey. Besides carrots, it is worth finding balloons that contain a happy heart, a toon-a-round, or a timer. A happy heart protects you for one hit, a timer stops time, but not for long, and a toon-a-round changes the character into his chosen buddy on the quest.





COMMENT



RAD

Just when I thought I couldn't take another NES platform game, along came Tiny Toon adventures. Whilst not suffering from a severe case of originality, Tiny Toons has enough going for it to make it enjoyable. The choice of characters for each level adds a little strategy to the proceedings and the cute graphics and good animation give the game a cartoony atmosphere. Tiny Toon adventures is also blessed with good collision detection and responsive controls so it's very easy to get in to. What really makes Tiny Toons a worthy title is the high difficulty level. Although there aren't actually that many levels, later on they get pretty hard and even platform experts will be challenged. My one major problem with this is the restart points. Every time you die you are sent back to the beginning of the level, or sometimes even the stage before that! This tends to make things disheartening, especially if you've just been killed by the boss, and repeating early levels again and again is monotonous. If you're not yet sick of platform games give Tiny Toon Adventures a go, but only if you're sure of your platform skills.

KONAMI®
Tiny Toon Adventures
TM
PUSH START
TM & © 1991 Warner Bros. Inc.
© KONAMI 1991

BY: KONAMI

PRICE: £34.99

RELEASE DATE: JULY
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: INFINTE
SKILL LEVELS: 1
RESPONSIVENESS: GOOD

1 PLAYERS

PRESENTATION 80%

Cheerful title screens and a nice character option, but there is no password system.

GRAPHICS 85%

The sprites are colourful and well animated. Backdrops are pretty uninventive and sparse.

SOUND 83%

Some jolly cartoonesque tunes and average sound effects.

PLAYABILITY 89%

The gameplay is smooth and responsive but tricky on occasions. Fun to play.

LASTABILITY 84%

The difficulty setting means it's no push over,

OVERALL 86%

An entertaining adventure marred only by the lack of thought given to restart points. Platform fans will get their wad's worth.

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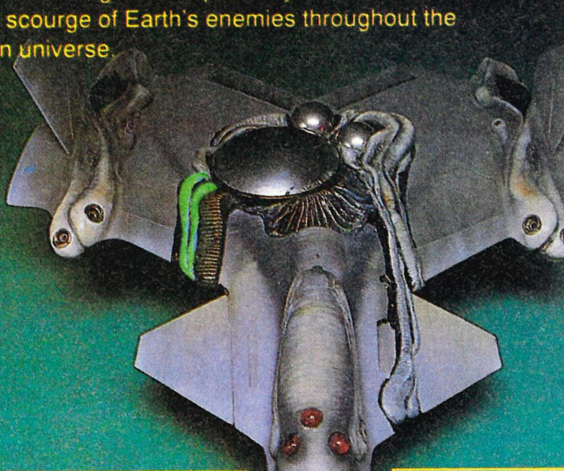
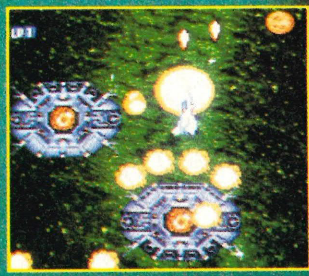
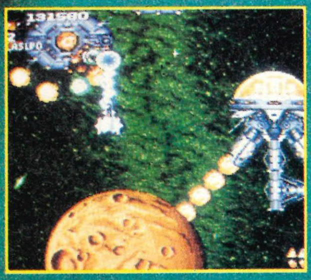
SUPER

The Space Megaforce is the last word in airborne and orbital defence craft. It boasts tough hyper-alloy molecular shielding to protect it from enemy fire and a sophisticated variable weapons system allowing it to adapt to any combat situation. It is the scourge of Earth's enemies throughout the known universe.





▲ *Mega blast action in evidence here.*



▲ *The Megaforce confronts evil alien mechanoids.*

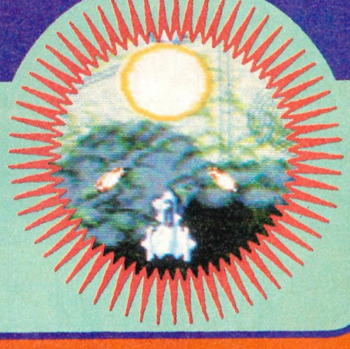
However, an unknown galactic power has made a determined bid for conquest of Earth, destroying all but one of the Space Fleet's Megaforce craft. In this game, you are cast as the last remaining pilot, seeking to defend Earth by destroying the invasion mothership. This perilous journey takes you into the depths of space, from where only the toughest pilots return alive.

Super Aleste is one of the few vertically scrolling shoot 'em ups on the SNES. Your craft traverses the screen in its entirety, allowing maximum potential to manoeuvre. There are twelve stages to blast your way through. Certain stages offer a departure from the standard up the screen action, with the boss following your ship around from the beginning and requiring hits to many different areas before biting the dust. If all this sounds a bit much for you, there is also a short game configuration for gunners with no time to spare! You begin the game with three lives, and once all these are lost it's game over. However, there are unlimited continues for those who think the challenge is beyond them.

FIDDL

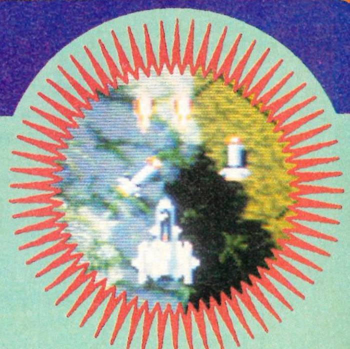
The Megaforce weapons system has eight configurations, each being activated by collecting the appropriate icon. Each weapon can also be swapped between individual directional configurations, usually fore, rear and homing fire. These weapons are powered up to a maximum of six levels, and this power level remains the same even if you change weapons, but resets as soon as you lose a life. Weapon icons are coded by number and are collected by shooting pod-carrying enemy ships, and are powered up through collecting red or green icons. Green icons have an additional use - if they are shot a number of times, they turn into Mega Smarts, which explode on contact, destroying all the enemies on screen. Learning which weapons are best for certain situations is essential for survival.

CLAYMORE BOMBS



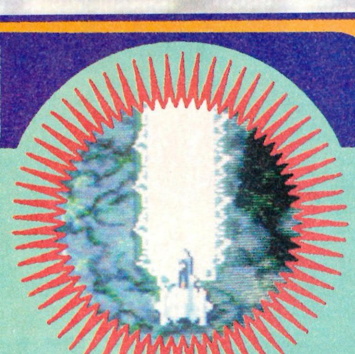
The Claymore bomb upgrade launches large projectiles to the front of the ship. Once these bombs come into contact with an enemy, they release deadly shrapnel to their rear, disposing of any other hapless meanies in their path.

MISSILES



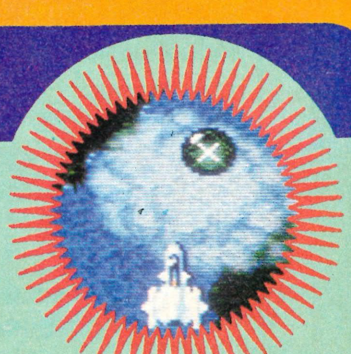
The homing missiles are one of the better armaments in your arsenal. Although the rockets aren't as powerful as a laser, they are indispensable in situations where there is little room to manoeuvre.

MEGABEAM



The Megabeam is a very potent laser which bolts on to your single barrel cannon. However, it needs powering up for a few seconds before its full fury is unleashed. The megabeam is good against bosses, but not much good where rapid fire is needed.

CIRCULAR



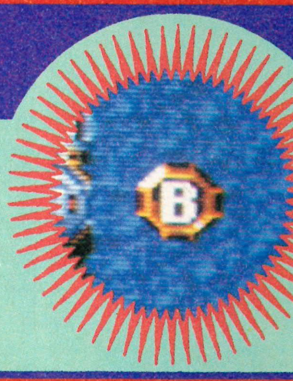
The circular weapon surrounds the ship with indestructible spheres which rotate, acting as both weapon and partial shield. The higher the power level, the more spheres at your command. This pod is good defensively, but poor for attacking.

ALESTE

NG WITH YOUR WEAPON

SUPER BOMB

These gem-like smart bombs drift down the screen awaiting collection. Once grabbed, they remain in your arsenal either until they are used or until you lose a life. Super Bombs are best saved up to use against the end-of-level guardians.



DIRECTIONAL FIRE

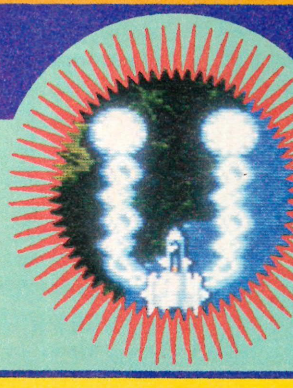
This is easily the worst weapon of the bunch. A blue bomb is fired in whichever direction your ship is moving. This means to aim to the fore, your ship must be travelling up the screen! Not surprisingly, this can lead to a few crashes.

DRONES

Drones move in the wake of your ship and let loose with their cannons. Although their fire is not particularly powerful the good coverage it provides makes up for this. Drones can also be locked in position should you so wish.

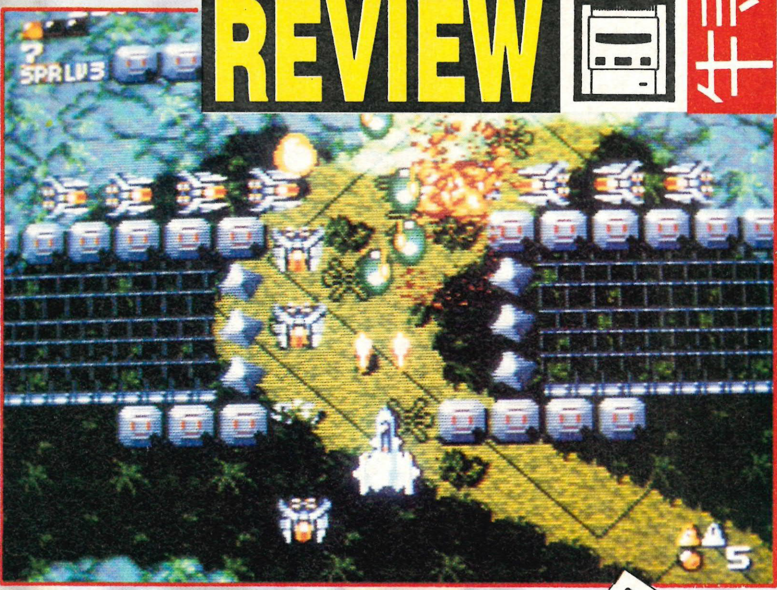
LASER

A very high-power weapon which suffers from being a little slow and having a narrow spread. The special rebound configuration is devastating if used in the right places.



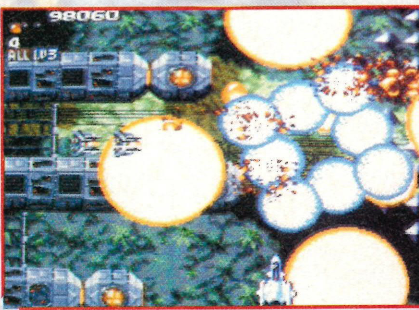
MULTI

The multi is a high-power variation of your standard cannon. The higher the level of multi-fire, the wider the spread pattern and the greater destructive capabilities of the projectiles it spews forth.



▲ *The drone weapon can be very useful in tight situations like this, but the optimum formation should be locked on.*

MEGA GAME



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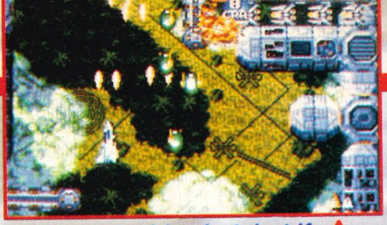
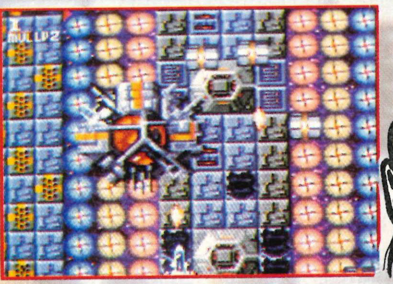


Plenty of death in evidence in this shot, but if those little ships aren't shot soon they'll cause many problems.



Blast aliens over weird landscapes in space.

THE IMPORT ALIAS

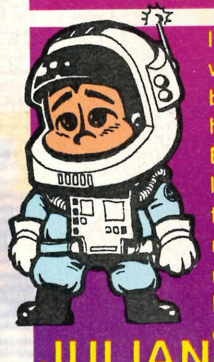
The game we've reviewed here is Super Aleste, available now from your favourite importer. We got our copy from ACE Consoles (071 383 0480). However, the game is planned for an official release and has a different name, Space Megaforce. No release date has been settled upon as yet.

COMMENT

RAD

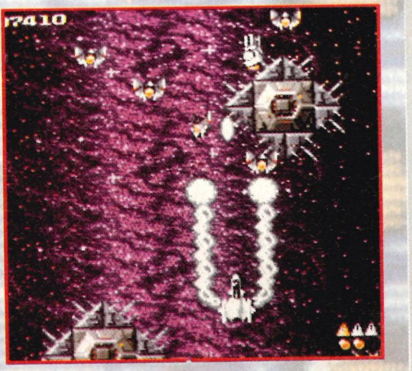
Super Aleste is one of the most exciting shoot 'em ups I've seen in a long time. The graphics are superb, from the excellent sprites and colourful, detailed backgrounds right through to the many special effects, such as the warping boss who stretches and distorts his merry way around the screen. The sound compliments things perfectly, with some great tunes and booming effects. The mixture of full-on blasting and simultaneously avoiding the manifold traps and barriers placed in your path keeps the action at a manic level, and the speed at which your ship moves leaves you with little time to think. Super Aleste is very tough too, there are five difficulty levels and even the easy level is quite a challenge. If it's apocalyptic japes you're after, Super Aleste is for you.

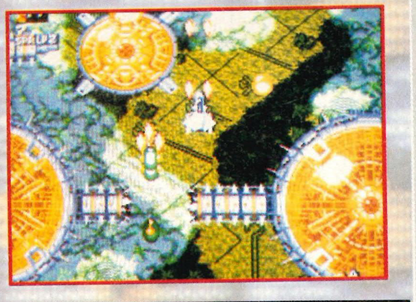
COMMENT



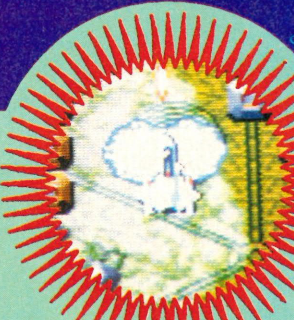
JULIAN

If you'd asked me this morning what my favourite up-the-screen blaster was on any system, I'd have answered Gunhed on the PC Engine. Now that's changed 'cos I've played Super Aleste - the fastest, loudest, best looking, most maniacal blastathon yet seen! It's mayhem from the word go, with hyper destructive weapons, loads of aliens and installations to shoot into their component molecules, lots of incredible special graphical effects and stereo sound that'll shake the china shire horse off your mantlepiece! It's tough too! Easy'll keep you occupied for a day or so, but crank it up to the top setting and you're presented with one of the most rock hard challenges I've seen in a shoot 'em up! If you're a serious blastaholic, this is the ultimate fix!





SECRET BOMB



Although there are plenty of power-ups revealed by shooting aliens, some of the best ones are actually concealed in the scenery. Destroying the right bits of the background, and some of the scenery-type hazards which face you may yield either a power-up or, in especially beneficial cases, smart bombs!

SUPER ALESTE

BY: TOHO

PRICE: £39.99

RELEASE DATE: OUT NOW
GAME DIFFICULTY: HARD
LIVES: 3
CONTINUES: INFINITE
SKILL LEVELS: 5
RESPONSIVENESS: TOPPER

1 PLAYERS

PRESENTATION 90%

Options aplenty and superb in-game presentation.

GRAPHICS 92%

Detailed and colourful sprites, varied backgrounds, good animation, top notch scrolling and a host of graphical effects.

SOUND 90%

Suitably heavy effects accompany the destruction, as well as some high quality tunes.

PLAYABILITY 93%

Fast and slick, Super Aleste is manageably ultra-responsive with pin-point collision collision.

LASTABILITY 92%

Super Aleste is long, and those difficulty settings provide a formidable challenge for anyone.

OVERALL 92%

Whilst not overly original, Super Aleste is great fun and deserving of a place in your cartridge collection.

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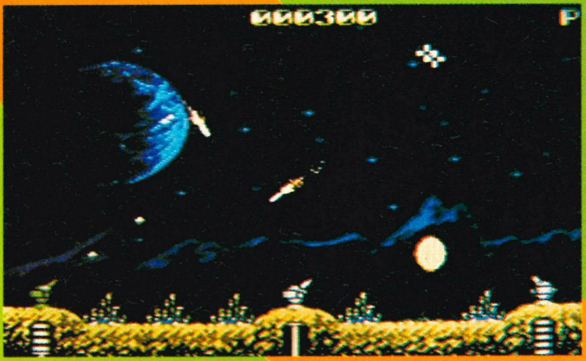
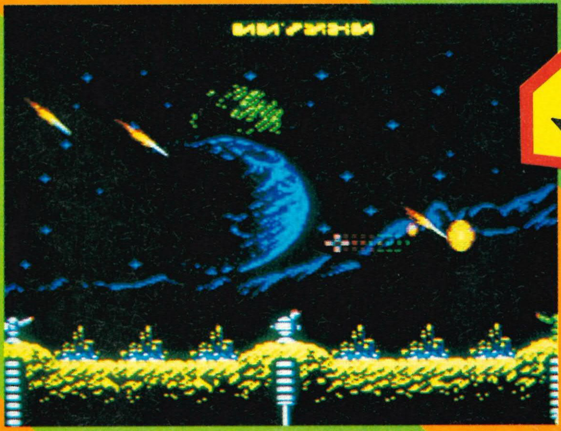
MISSILE COMMAND



▲ *Incoming nukes in Missile Command.*



▲ *More Missile Command action here.*

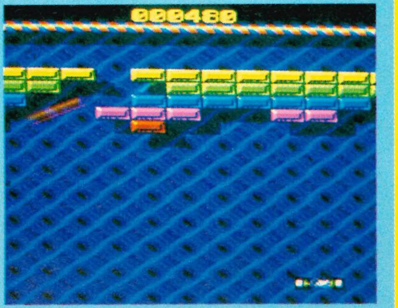
▲ *Those missiles just keep on coming.*

In days of yore, the Atari Corp begat unto the world three arcade games. And lo, their names were Centipede, Breakout and Missile Command. Many people flocked to the arcades to play these hallowed machines, until they were pushed into obscurity by superior technology, hydraulic cabinets and Virtual Reality.

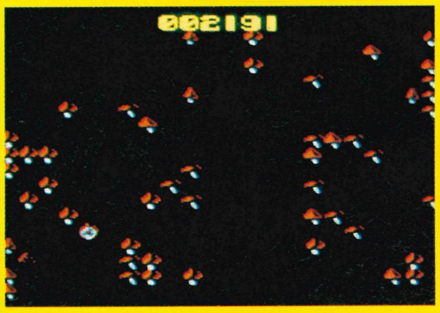
Then, one day, Virgin Games decided to convert these three classic games unto the Master System, to spread their message of killing insects, blasting nukes and smashing bricks to new gamers everywhere. And so, the three game compilation cartridge Arcade Classics was born unto the Sega Master System.

There is little more we can say about the cartridge here. Check out each box for a detailed description of each of the games contained in the package.

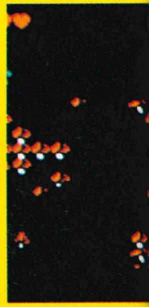
ARCADE CLA



▲ *Smash those bricks!*

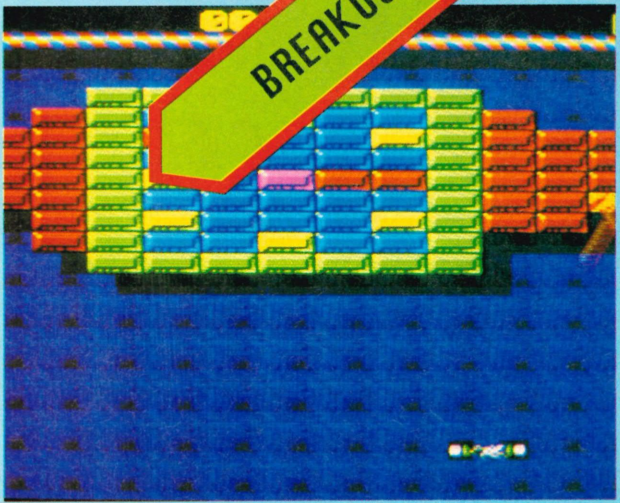


▲ *An amazing screen from Centipede.*



▲ *Where's t*

BREAKOUT



▲ *Ooh, looky here! It's a big wall of bricks awaiting complete destruction by your bat.*

Breakout is the second game in Arcade Classics. The gameplay is pretty simple - you are a bat and must use your spheroid-deflecting skills to bounce an energy ball against a wall of bricks. Once all the bricks have been completely destroyed by this activity, you move on to the next, more challenging screen. The difficulty level is upgraded by strange wall formations (which lead to some confusing ball-spin frolics) and bricks which take more than one hit to destroy.

COMMENT

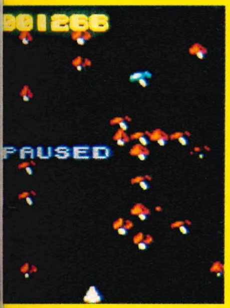
JULIAN

Aaaghh! What I thought would be a fun-packed stroll down memory lane has been turned into a miserable charabang trip through naff conversion land! Considering that the original arcade machines were simple in the extreme, these Master System copies should be nigh on perfect. But they're not, and are instead awful hatchet job versions. They're sort of fun for a while in their own simple way, but don't offer half the entertainment and nostalgia that they would if they'd been properly researched and playtested. An opportunity missed methinks. Hopefully we'll see an Arcade Classics II which makes full potential of its games. And if such a game is to be made, my vote is for Scramble, Hunchback and Asteroids Deluxe. Or maybe Phoenix, Carnival and Zaxxon...

The final title is the coin-op classic, Missile Command. This puts you in the boots of an SDI commander in charge of three anti-missile sites. Using a cursor, you target your guns to shoot down incoming missiles aimed at the six cities you have chose to defend. Unfortunately, the missiles are constantly in motion and your guns are quite slow, so it is essential to target where the missile *will* be as opposed to where it is when you fire. Your task is made harder by planes and sattelites who drop bombs upon your cannons (losing you precious ammunition) and even special devices which split into four warheads and spread out, thus making your job much harder. Once all six cities have been nuked, it's game over, although staving off the attacks for long enough allows blasted towns to be rebuilt.

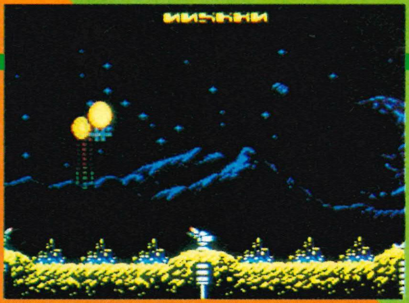
SSICS

CENTIPEDE



t centipede?

The first game on the list is Centipede. In this Space Invaders-esque game it is your job to protect a mushroom patch from evil insects by shooting them as they enter from the top of the screen. You can move all along the baseline of the screen, as well as some limited forward movement. The hordes include snails, spiders and flies, but the biggest threat are the centipedes. These many-legged marauders head in from the top of the screen, snaking downwards from left to right and changing direction every time they hit a mushroom or the screen edge. Should you shoot the centipede in the head, it loses one body section but continues onward. If you shoot a centipede in the body, it splits in two, and keeps halving with every shot until you have tens of one or two block long centipedes running amok. The mushrooms act as cover for these blighters, but they can be shot away to clear a target path, although every time a creature is destroyed their remains turn into mushrooms. Should you come into contact with any of the insects, you lose a life and all the destroyed mushrooms are re-planted.

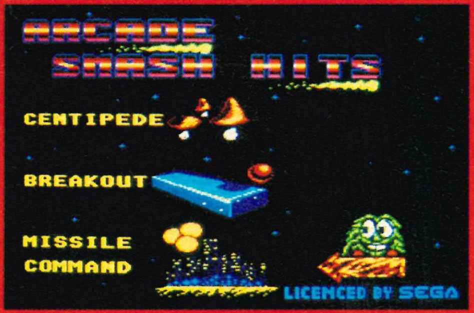


▲ *Get those pesky missiles.*

COMMENT

RAD

Arcade Classics is probably on of those things which seemed like a good idea at the time. Get three classic arcade games, spruce up the graphics and sound and release them all on one cart. Unfortunately, the programmers of Arcade Classics neglected to update the gameplay. This means that, with the exception of the timeless Missile Command, the sheer simplicity of the games is their undoing. Breakout is mildly amusing for about three minutes, except for the epilepsy-inducing scrolling backgrounds and grating, repetitive tune, but all too soon the lack of features makes even Crackout seem innovative and entertaining. Centipede is just a dire excuse for a game by anyone's standards, the controls are over-responsive and the collision detection is ludicrously bad. Even Missile Command has lost its appeal somewhat. The switching between sites is okay once you get used to it, but by an ironic twist of fate, the one enhancement made to the package seals the doom of its top game. The path of the missiles is not tracked as it was in the coin op, which makes predicting their flight much trickier and more time consuming, especially as they seem to change direction! Arcade Classics might be fun for a while, especially if you remember the originals and fancy a quick nostalgia fix. Sadly, the package is a remarkable disappointment with each game actually being inferior to their aged arcade counterparts.



BY: VIRGIN
PRICE: £TBA
RELEASE DATE: AUGUST
GAME DIFFICULTY: EASY
LIVES: VARIES
CONTINUES: 0
SKILL LEVELS: 1
RESPONSIVENESS: SLOW

1 PLAYERS

PRESENTATION 73%

Options for every game and "hilarious" cartoon intros.

GRAPHICS 51%

Pretty basic and gaudy stuff. The backgrounds are sad to say the least.

SOUND 39%

Options for every game and "hilarious" cartoon intros.

PLAYABILITY 54%

The controls are a little sluggish and the games don't really play half as well as the original coin-ops.

LASTABILITY 47%

The games are fun for a short while, but no one is really going to play this for any great periods of time.

OVERALL 51%

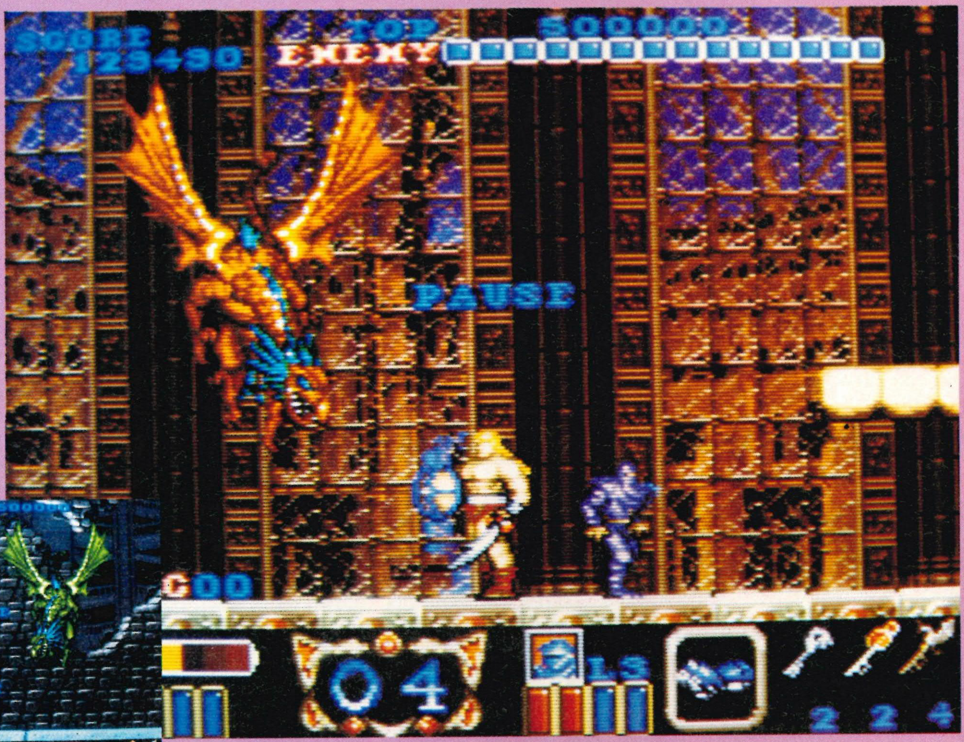
A reasonable idea but its potential has been wasted. Perhaps an updated version full of new features would set things right?

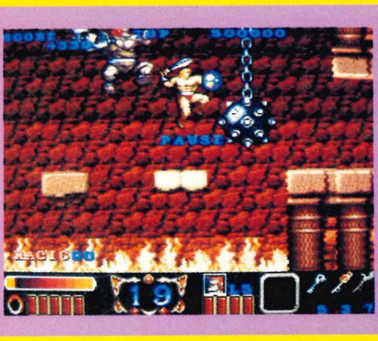
It is said that the Brave One came to save civilisation. It is also said that he said, "I will battle the hosts of hell and destroy the evil crystal, Black Orb, so that light may live again." And it is said that everybody else said, "Oh, nice one!" and there was much rejoicing at the fact that the village weirdo who wore nothing but pants was at last off to embarrass another community!

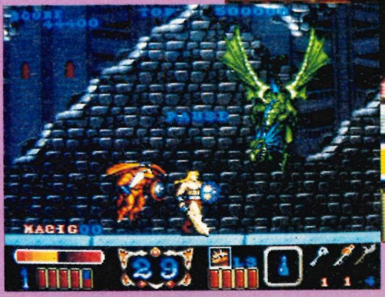
The Brave One's task is enormous. When he reaches the Dragon's Tower he must battle his way to the fiftieth floor, using his sword skills and magical abilities. Upon reaching the penthouse suite of the tower, he comes face to face with Drokmar (the Evil One) and the inevitable battle to the death commences.

Luckily, the task is not as arduous as it sounds. When the Brave One unlocks certain doors in the tower, a warrior labouring under a comparable psychosis, joins him in his quest. Also, there are hundreds of chests to open on the journey which might contain something handy (or something lethal if you're unlucky).

On certain floors one of Drokmar's strongest minions is waiting to pit its wits against our friendly meathead and his buddy. A new, more powerful sword is the prize for victory. And it is said that, should the Brave One restore light to the world, he might be forgiven for his pant fetish, providing he doesn't wear any beige or maroon ones!

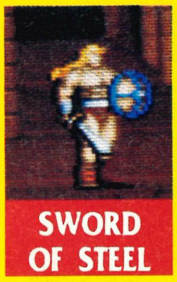




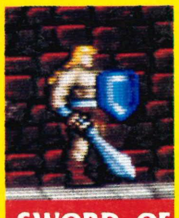


A BIG SWORD

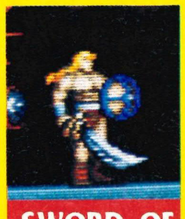
As the Brave One slashes his way through the multitude of levels his sword is bound to suffer some wear and tear. Fortunately he is rewarded now and then with a new sword which is bigger and more powerful than his standard one. Should the Brave One sustain a hit he drops it, but he can pick it up again providing he does it quickly. It is even worth jumping into fire or spikes to regain the sword because it proves invaluable, especially when fighting bosses. There are six swords in all, of which the most powerful is the Sword of the Thunder God.



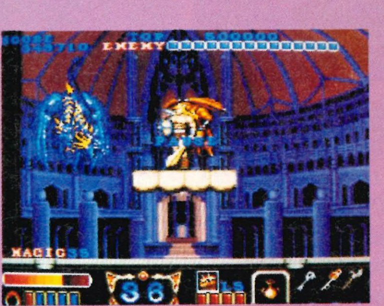
SWORD OF STEEL

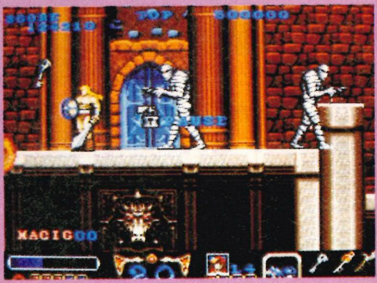


SWORD OF THE EARTH



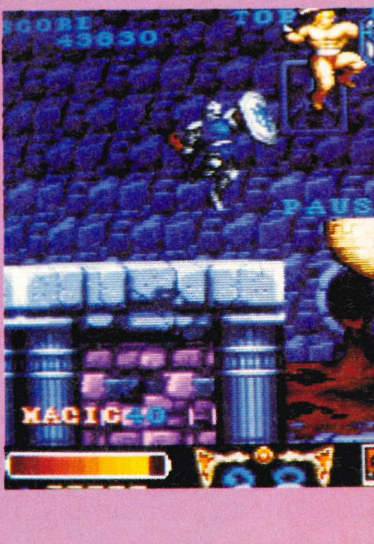
SWORD OF THE SUN





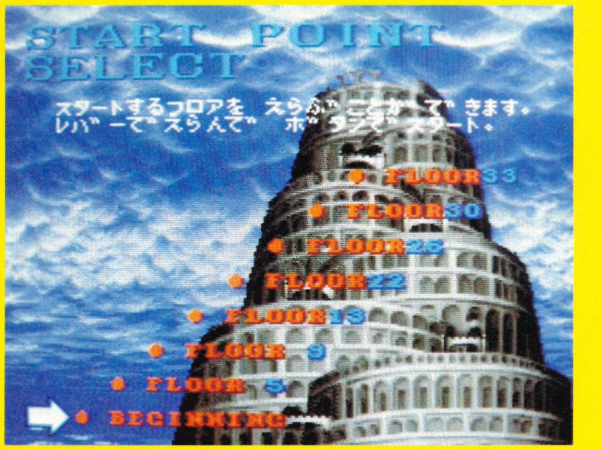
DISPOSABLE HEROES

Drokmar has captured a number of warriors who can be released from their cages to aid your cause. There are eight allies in all, but only one can be used at a time. Companions are switched when the Brave One comes across another cage. Each warrior has particular assets that might prove useful against certain adversaries. The Priest throws missiles of light that are especially devastating to the undead, Amazon's skills at archery means she can kill at a distance and the Thief has a talent for finding hidden treasure. When the Brave One keeps an ally for any length of time their skill level begins to increase.

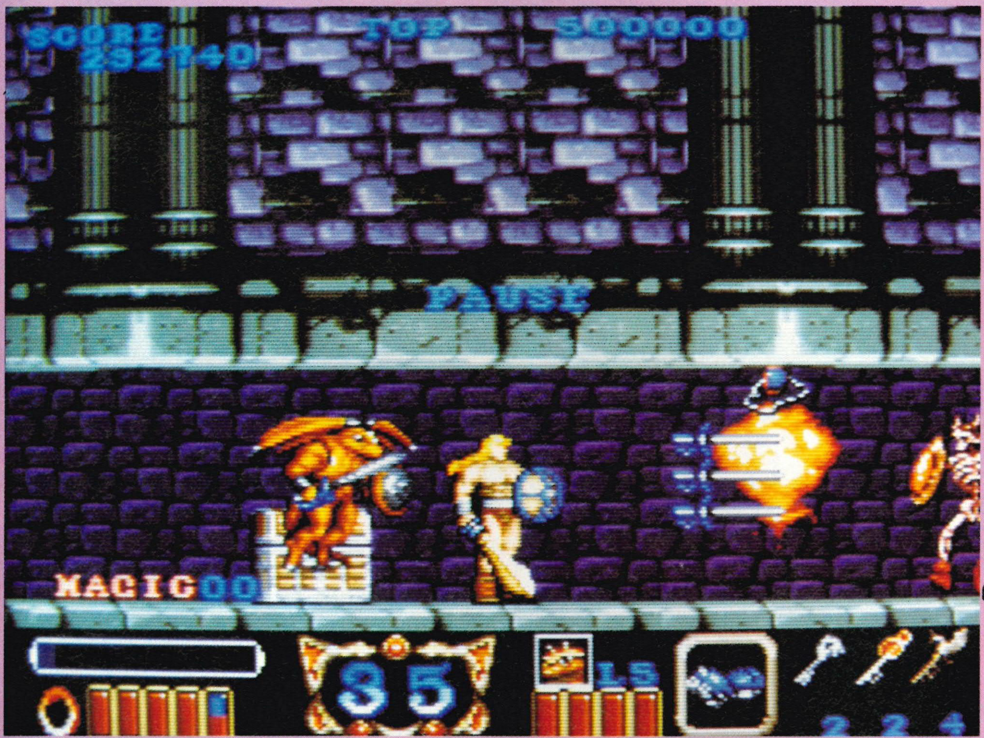


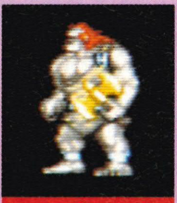
A FLOORED CONCEPT

Magic Sword is a huge game with 50 levels, or floors in this case. Some of the floors are very short, and some contain bosses, but nearly all of them are worth exploring entirely because chests are often hidden beyond the door that leads upwards. There is a useful level select option on the front end which allows the player to come in at floor 33, leaving them 17 floors to tackle, if indeed they get that far.


START POINT
SELECT
スタートするフロアを えらふ゛ことか゛ て゛きます。
レハ゛ーて゛えらんて゛ ホ゛タンて゛スタート。
FLOOR33
FLOOR30
FLOOR26
FLOOR22
FLOOR13
FLOOR 9
FLOOR 5
BEGINNING

▲ *Mr Lizardman and the Brave One team up against a nasty villain!*

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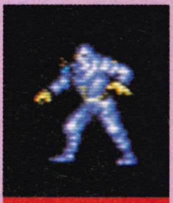
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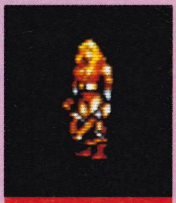
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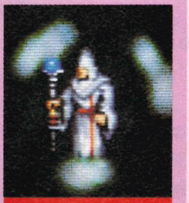
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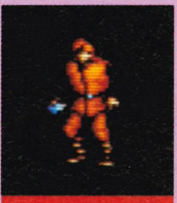
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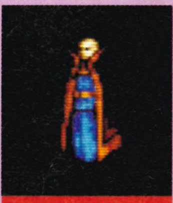
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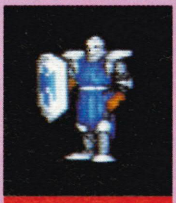
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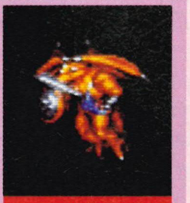

LIZARDMAN

THANKS

Thanks go to Console Concepts of Stoke for sending us our review copy of Magic Sword. Phone them on (0782) 712759 for more details about the game.

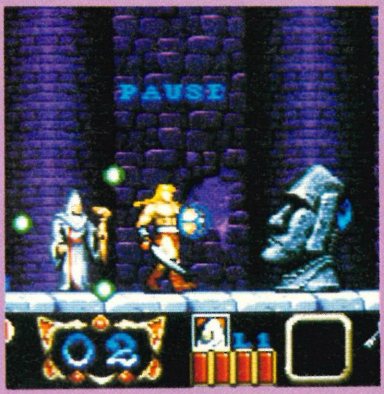
COMMENT

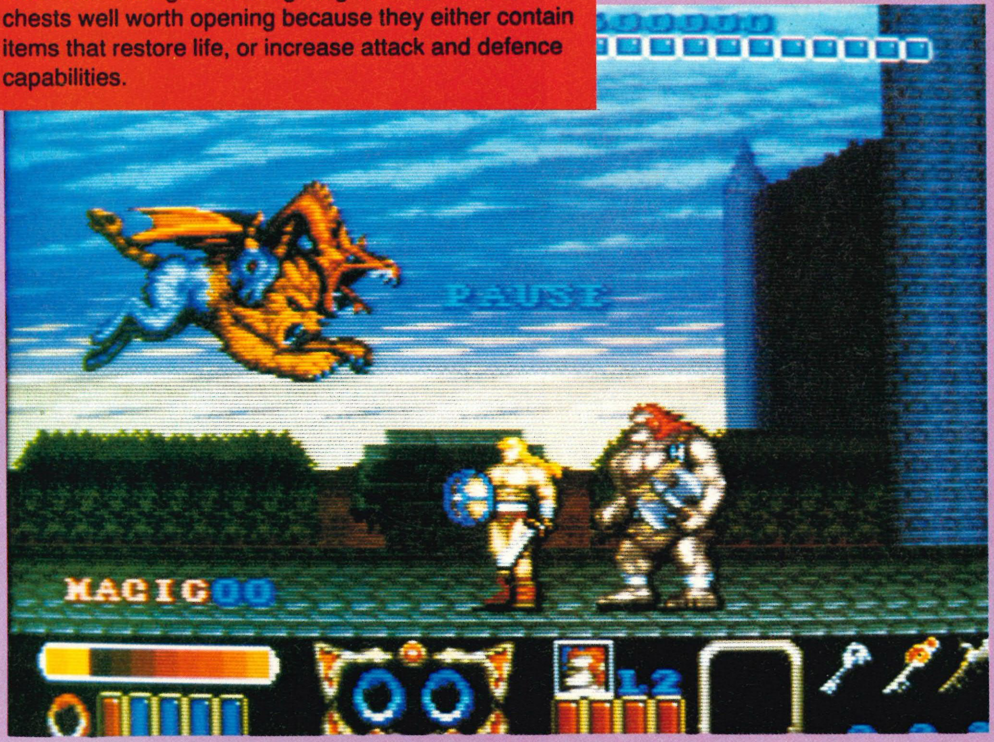
ROB

Visually this game is superb. The sprites and backdrops are all expertly drawn and the animation really brings the characters to life. The idea of involving another warrior also succeeds, providing a further dimension to the game. Also in its favour is the range of options the game possesses, especially the floor select option which cuts out the tedium of completing earlier levels. What I didn't like is the bland approach to the gameplay. It is purely a matter of slash, swipe and stab throughout all of the 50 levels. The only chance I had to refine my games playing skills was when I came up against one of the bosses. Before and after that, things continue in the same style. The same goes for the many items that can be accumulated. Whilst they prove useful, they do not do enough to make the gameplay any more exciting. Ultimately Magic Sword fails to impress because behind the visual spectacle is a game severely lacking in originality.

BIG BOSS GROOVE

On some levels the Brave One and his companion face up to one of the big bosses. It might be a fiery lion with wings, a dragon or a phoenix. With most bosses it is useful to have a companion who can throw things. This means that the Brave One can cower behind them and protect himself while his ally takes the damage. In the fighting arena there are chests well worth opening because they either contain items that restore life, or increase attack and defence capabilities.

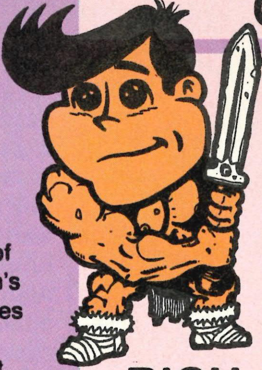




TREASURE HUNT

There is an endless amount of treasure chests in the Dragon's Tower. If the Brave One swipes one of them with his sword it opens to reveal an object that could be useful. There are 24 different items in all. Some just give a points bonus while others restore life. The magic items are the most interesting though. A gauntlet increases attacking force and a golden pot helps an ally heal faster. The scroll item makes more items appear, and a King's crown increases defensive force. There are chests which cause harm as well and it is worth memorising where they are so you can avoid them next time around.

COMMENT



RICH

In its favour, Magic Sword is quite a large game with plenty of slash 'em up action and some very good ideas, like being able to change your companions on the quest. The graphics are also pretty good with some great characters to blow up in a variety of mystical ways. The music and spot effects serve to boost the atmosphere no end as well. So why isn't Magic Sword a mega game? It's quite simple. It's just far too repetitive for its own good. Once you've got over the variety in all of the different companions and worked out which objects are the best, there is very little more in the gameplay to provide interest. The shoot 'em up/slashing action does not vary enough between each level and I must admit to getting pretty bored after ten stages. There are forty stages after that, but it was just too much of a chore to be worth bothering with. Magic Sword is okay, but is only recommended to people who really loved the coin-op and I doubt there are many of them about to be honest.

マジックソード
Magic Sword
TM
START
OPTION
© CAPCOM 1990,1992
© スティタス 1992

BY: CAPCOM

PRICE: £39.99

RELEASE DATE: OUT NOW
GAME DIFFICULTY: MEDIUM
LIVES: 1
CONTINUES: 3
SKILL LEVELS: 3
RESPONSIVENESS: OKAY

1 PLAYERS

PRESENTATION 85%

Some informative title screens, a full range of options and a very useful floor select option.

GRAPHICS 82%

Very lifelike sprites enhanced by the good animation. Detailed and atmospheric backdrops.

SOUND 83%

Excellent sound effects and some entertaining music that captures the spirit of the game.

PLAYABILITY 70%

Smooth controls, but the approach is bland and lacks challenge. The game suffers from slowdown at times as well.

LASTABILITY 73%

There are 50 floors which might keep you playing for a while but the game gets boring and automatic after a while.

OVERALL 71%

A graphically superb game with some interesting features, marred in the end by the lack of thought given to the gameplay.

ARCADE SOFTWARE

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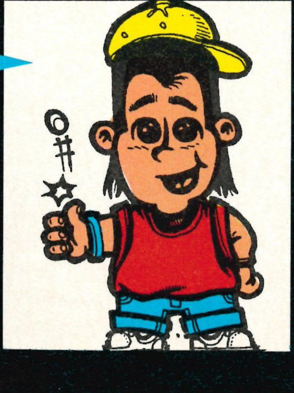
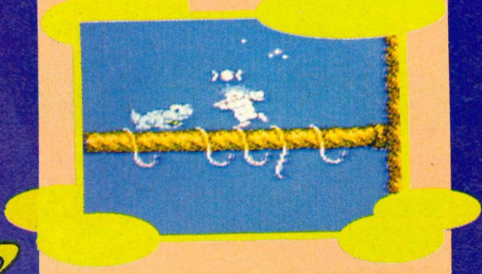


While most of us are snugly tucked up in our beds, spare a thought for Little Nemo, a lad whose amazing dreams are quite unlike any others! One night Little Nemo is informed by a messenger that he has been chosen as the playmate of a princess who lives in Slumberland. As soon as Nemo enters this magical land disaster strikes when the King of Slumberland is kidnapped by the wicked King of Nightmares. After Little Nemo decides that there's always one git who spoils the fun, he realises that it's his duty to save the good King and restore peace to the Land of Dreams.

Even though Little Nemo is only a kid, he does have a few things in his favour on this NES adventure. To begin with, he has been given an endless supply of candy (sweets to anyone who speaks proper English) which he regularly uses to win friends and stun enemies. Should Nemo be able to tempt animals into alliance he either rides on their back or actually transforms into them and acquires their abilities. But with plenty of nasty creatures standing in his way, Little Nemo's dreams could easily become nightmares!

Little Nemo

THE DREAM



Little Nemo has been given an endless supply of candy, and rather than rot his teeth he has sensibly decided to use his sweets on his adventure. Basically they have two uses. If he throws candy at enemies, they are momentarily stunned. However, there are certain creatures who can be tempted to join Nemo if he gives them three pieces of candy. Unfortunately making contact with one of these creatures before feeding them is very painful...

SOME FRIENDLY

There are six different creatures that Nemo has the ability to use once he has force-fed them with candy. Here's a lowdown on the most common creatures Nemo finds.

HERMIT CRAB

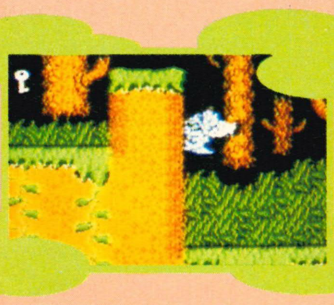
It is on the Night Sea level that this fellow proves mos useful. He can dig into the sand to explore, and his pincers provide a nippy protection for Little Nemo.

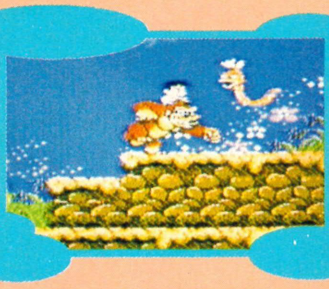
FROG

The frog is the first creature you find in the game. As you might expect, his leaping is excellent and his swimming unrivalled. However, he is very slow on the ground.

HORNET

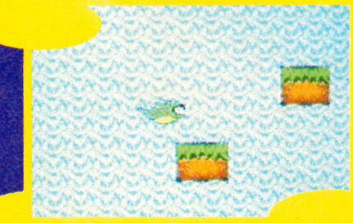
You won't come across this character until the second level but it proves invaluable here. Quite obviously the hornet can fly and this means that crossing gaps too long to jump becomes possible.

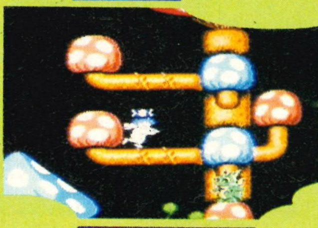




GET BY WITH

Picking the right animals in the right place at the right time is Little Nemo's biggest dilemma. Fortunately at the beginning of each level a character pops up to give Nemo some advice. Much of it is plainly obvious, but should Nemo do a bit of hunting around he may come across a room with another character in it who suggests what animal proves the most valuable on the level.



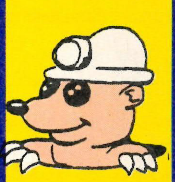


MASTER

COMMENT

ROB

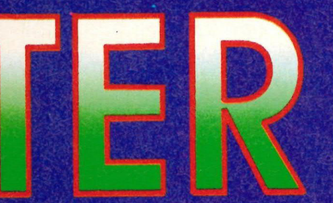
My first impression of this game after watching the title screen was that it was a game for younger kids and would therefore be pretty easy. I couldn't have been more wrong. There is in fact a lot of tough gameplay in Little Nemo. I don't mind tough games, but Little Nemo's game logic has a number of problems. I found myself getting very frustrated at times because there are points in the game where maintaining power is more or less impossible. Another criticism of mine is that this game suffers from quite a bit of sprite flicker, especially when the screen is highly active. Looking on the bright side though, there are some excellent graphics and good animation, and the idea of riding or changing into an animal gives the game a further dimension which keeps things going at an entertaining pace. If you can stand the sometimes frustrating gameplay, Little Nemo is worth saving up for.

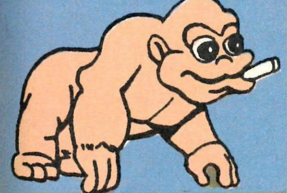


The mole opens up whole new areas of each level. Feed him some candy and you're able to dig underground, Boulder Dash style! This is often essential in progressing through the level.

LIZARD

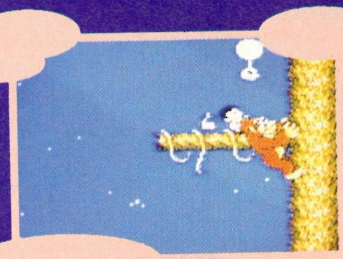
Be careful with the lizard! He carries no form of defence, but he is adept at scaling walls and trees. This is essential for getting through some of the later levels.

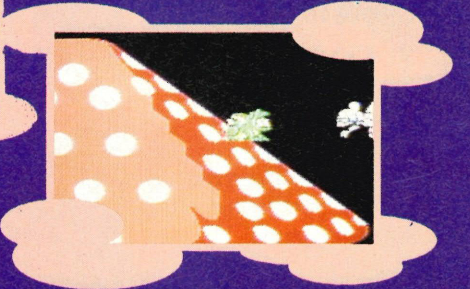




GORILLA

If it's monkey business you're after, check out the gorilla. Although he isn't the fastest creature in the game, his right hook is pretty mean! He also has a big monkey ass.

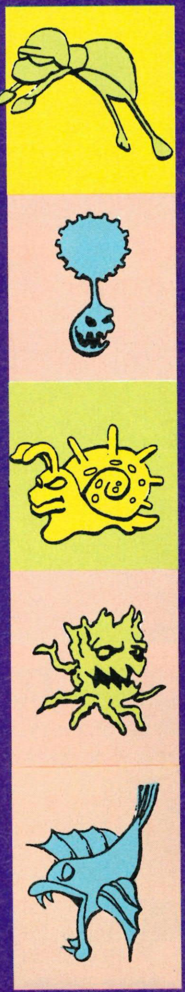




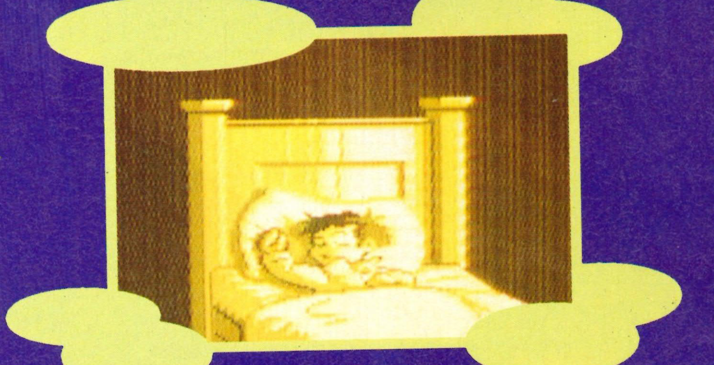
COMMENT

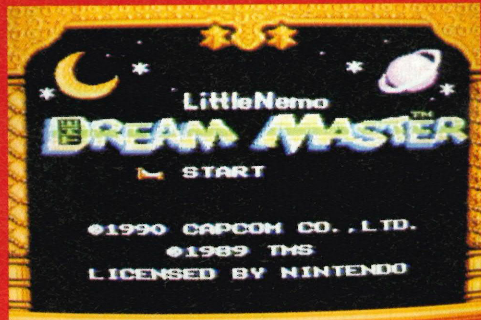
RAD

Little Nemo isn't short on ideas, finding which creatures to use where and how is quite entertaining and makes the game somewhat more cerebral than your average platformer. The graphics aren't all that bad really, although the sprites are a little poorly defined at times, and the sound is passable. Unfortunately, Little Nemo is very frustrating for a couple of reasons. For starters the collision detection is pretty dodgy in the favour of the enemy creatures, allowing them to hit you from miles away whilst your attacks fail to connect despite their accuracy. The worst thing about Little Nemo is the number of instant-death locations where it is impossible to avoid injury. There's nothing worse than being down to your last reserves of energy and knowing you are approaching a trap or enemy which is going to kill you, without possible hope of escape. Little Nemo could have been a great game, as it is it's just a good effort spoiled by some tedium-inducing flaws.



A selection of nasties from the game.





Little Nemo
THE DREAM MASTER™
START
©1990 CAPCOM CO.,LTD.
©1989 TMS
LICENSED BY NINTENDO

BY: CAPCOM
PRICE: £34.99

RELEASE DATE: OUT NOW
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: INFINITE
SKILL LEVELS: 1
RESPONSIVENESS: OKAY

1 PLAYERS

PRESENTATION 75%

There's a good opening sequence and a continue option but no password system.

GRAPHICS 86%

Some fine cartoon style graphics, but there is often a lot of flicker on the screen.

SOUND 80%

Cute sound effects and a cheery theme tune that grates after a few minutes.

PLAYABILITY 81%

The controls are smooth and responsive, but collision detection is sometimes suspect.

LASTABILITY 77%

There is much to keep the player amused, but the game logic at times causes intense frustration.

OVERALL 79%

An original platform game but it is let down by a few problems in the gameplay that cause a lot of frustration.

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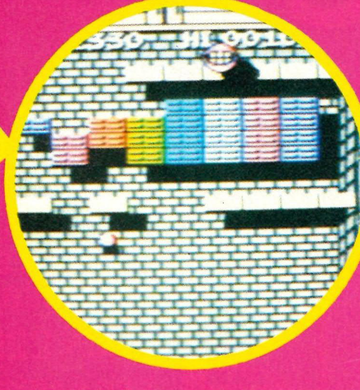
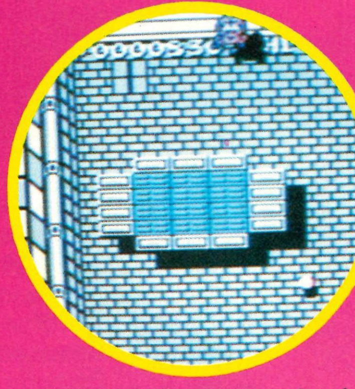
It's a bat's life, isn't it? Not only are you a mere length bouncy material, suitable for bouncing balls off, but now you're trapped behind many walls of multi-coloured bricks, patrolled by a variety of fearsome alien guardians. Luckily, your spheroid-bouncing capabilities have provided you with a unique method of escape. By simply spanging a ball off various parts of what can be deemed your body, you can destroy the bricks which keep you prisoner, and the aliens as well!

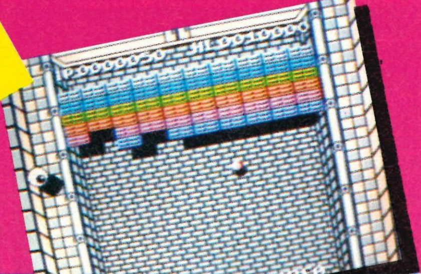
Thus armed you set out on your Breakout-style bid for freedom, set over a number of static screens. Use your knowledge of ballistics and spatial geometry to destroy the bricks to best effect. If things get too hard, hit an enemy and grab a power-up. But watch out, you have only a limited number of balls with which to escape. Should you lose them all, you are trapped forever.



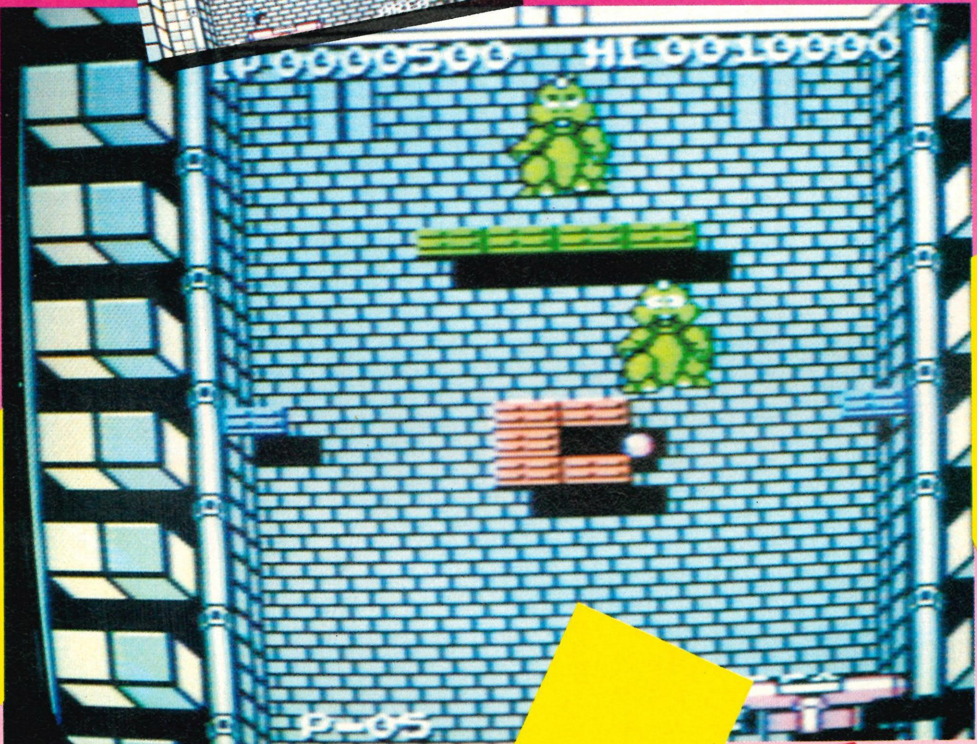
▲ *Oh dear.*



▲ *Impossible screen ahoy!*



▶ *Blat those blocks!*



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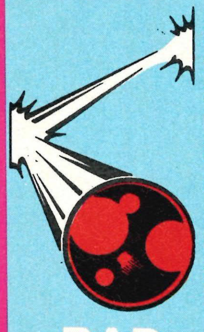


RAD

Crackout's only rival in the travesty stakes is the piteous shambles they call Road Fighter. Right from the start, Crackout is boredom incarnate. There are no options and the title screen is as plain as it could get without just being copyright details. Start the game, and you are "treated" to a horrific cacophony that bodes badly for the rest of the game.

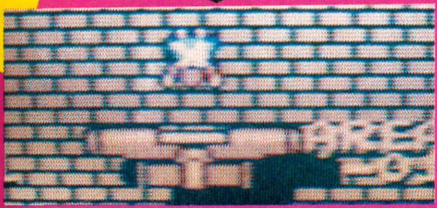
Sadly, the game itself is even worse. The graphics are blandness extreme, unimaginative, poorly drawn and drably coloured. The deflection logic of the ball is decidedly ropey, it's impossible to hit the ball in a straight line for a start, and moving one pixel to one side usually results in a massive change of direction for the ball. The screens themselves are diabolical. The programmer's idea of a challenge is to either place a row of extra-hard bricks about one centimetre from your bat or to make the screen completely impossible unless you collect the right power-up. As the power-ups are distributed randomly, it's not unusual to spend up to ten minutes just killing aliens before finally leaving the screen. One specific screen which typifies Crackout is an example from the first level. The ball must be bounced through an alley of two walls to reach a few bricks otherwise protected. This can only be done by hitting the ball at *exactly* the right angle at exactly the right time. Should you achieve this, the ball will almost certainly hit the bricks immediately and the screen will be completed. It must have taken all of thirty seconds to think that one up, and for Crackout that's quite a complex screen! Crackout redefines the words repetitive, frustrating and dull, and while it's not quite as bad as Road Fighter, it's still unforgivable that this ever saw the light of day.

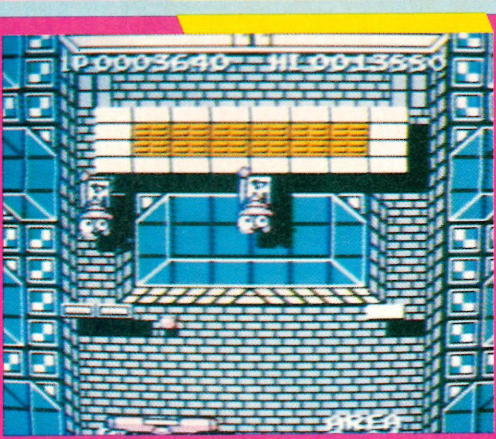
SPLAT THEM WITH YOUR BALLS

To complete each screen, every destructible brick must be thoroughly smashed. On some screens, though, green dinosaurs abound. These giant critters demand a good number of hits before copping it, and progress to the next screen is withheld until this is accomplished! Even worse, some of the little tykes move around, just to make your job that little bit more difficult.

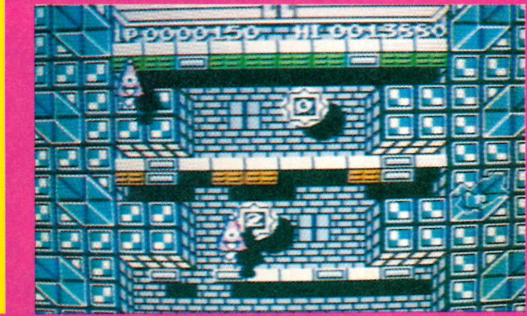
CRACK

THE RETURN OF SUPERMAN



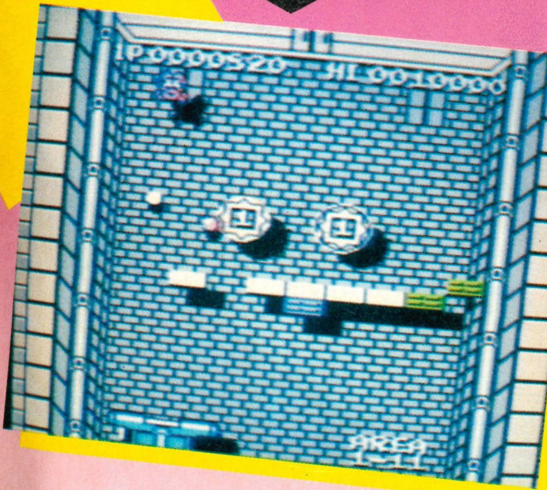


Fresh from his appearance in Road Fighter, the Man of Steel, Superman himself also pops his cloaked visage into Crackout. If you should happen to see Supes flying down the screen in your direction, be sure to position your bat in his flight path. The aerial wonder should then fly you off to the next level in his own Kryptonite-fearing way.



BUSTING BALLS

The job of brick-busting is made somewhat easier by the power-ups held in the possession of those alien monsters. Icons drift down the screen upon the demise of their owners and these have a variety of uses. One puts the creatures to sleep for a limited time, another enlarges the bat, split-balls are also available, along with exploding shrapnel balls. One of the better bonuses, however is the rocket launcher. This enables you to launch missiles from your bat which explode with one press of the B button, destroying any meanies or bricks in the surrounding area!



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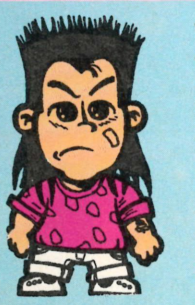
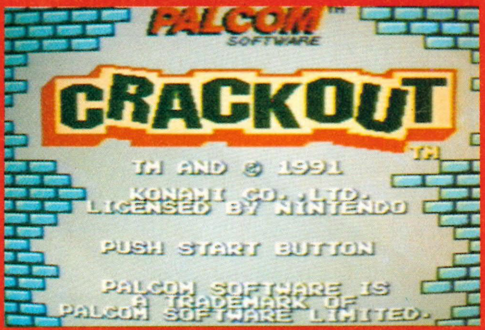


JULIAN

What do you get when you program a Breakout-style game with diabolically boring and unimaginitive screen layouts, crappy bat control, hopeless collision detection, a tune that's about as pleasant as a baboon farting in your ear, graphics which are about as thrilling as a baboon mooning in your face, totally unrealistic ball movement, action that's so dull that you want to want to turn the game off after fifteen minutes of playing and some totally irritating gameplay quirks like the fact that power-ups are random and often they're vital to complete a screen so you hang about for ages waiting for them to appear? Crackout.

OUT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CRACKOUT
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KONAMI CO.,LTD.
LICENSED BY NINTENDO
PUSH START BUTTON
PALCOM SOFTWARE IS
A TRADEMARK OF
PALCOM SOFTWARE LIMITED.

BY: KONAMI
PRICE: £TBA
RELEASE DATE: TBA
GAME DIFFICULTY: VARIABLE
LIVES: 6
CONTINUES: INFINITE
SKILL LEVELS: 1
RESPONSIVENESS: DREADFUL

1 PLAYERS

PRESENTATION 20%

No options and barely a title screen.

GRAPHICS 36%

Samey backgrounds, dull, badly drawn and poorly animated enemies and insipid colours.

SOUND 21%

A few different collision noises and... er... that's it.

PLAYABILITY 19%

Poor controls, illogical bounce logic, possibly the worst designed screens ever, lack of challenge and frustrating bugs.

LASTABILITY 9%

It's very easy (when it's not ridiculously impossible) and the poor gameplay will keep you not coming back to it.

OVERALL 13%

A dreadful Breakout game which should be taken into the middle of a desert and buried in a deep, dark hole.

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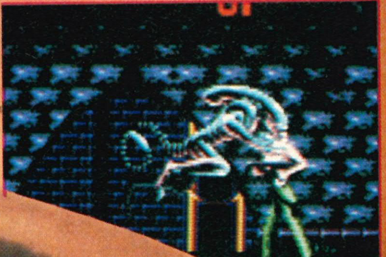
NEW GAME PREVIEW

HOT CONSOLE GAMES COMING SOON...HOT CONSOLE GAMES COMING SOON...

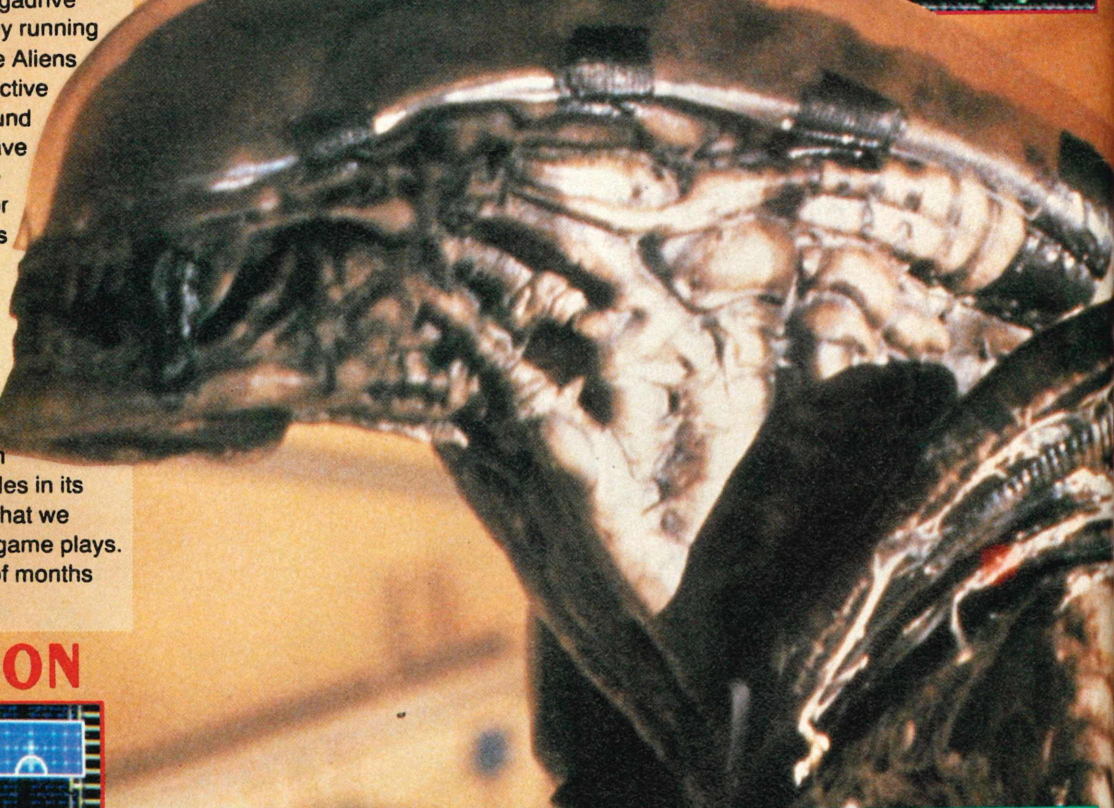
Acclaim have scooped up the licence to one of the most talked about movies of the year - Alien III. In the film, Ripley (the heroine of Alien and Aliens, played by Sigourney Weaver) crash-lands on a dark, sinister prison planet. However, the prisoners aren't the only living beings on the planet - the Aliens are out and about, ready to inflict some more stomach-exploding punishment as only they can.

The film has been translated into a Megadrive scrolling platform shoot 'em up, with Ripley running about causing grievous harm to any of the Aliens that she comes across. Her general objective is to locate all of the prisoners dotted around the eight-way scrolling landscapes and save them from an Alien-related demise. In the finished game, there are fifteen levels for Ripley to conquer before all of the inmates are rescued and the Alien menace disposed of.

MEAN MACHINES has been treated to an extensive preview of this potentially topper game. From what we've seen it's shaping up really well, with excellent graphics, great animation (watch that Alien get ripped apart as a bazooka shell explodes in its guts!) and amazing atmospheric music. What we aren't prepared to tell you is how well the game plays. We'll be letting you in on that in a couple of months when we're reviewing the finished game!



An Alien pounces at Ripley, causing much damage.



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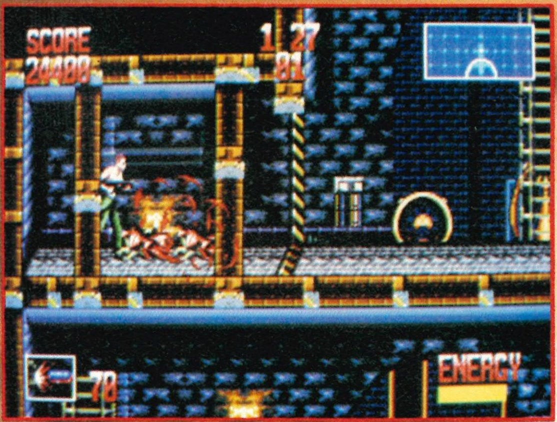
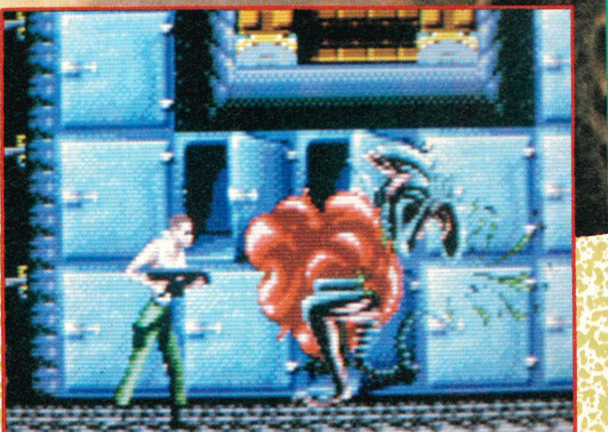


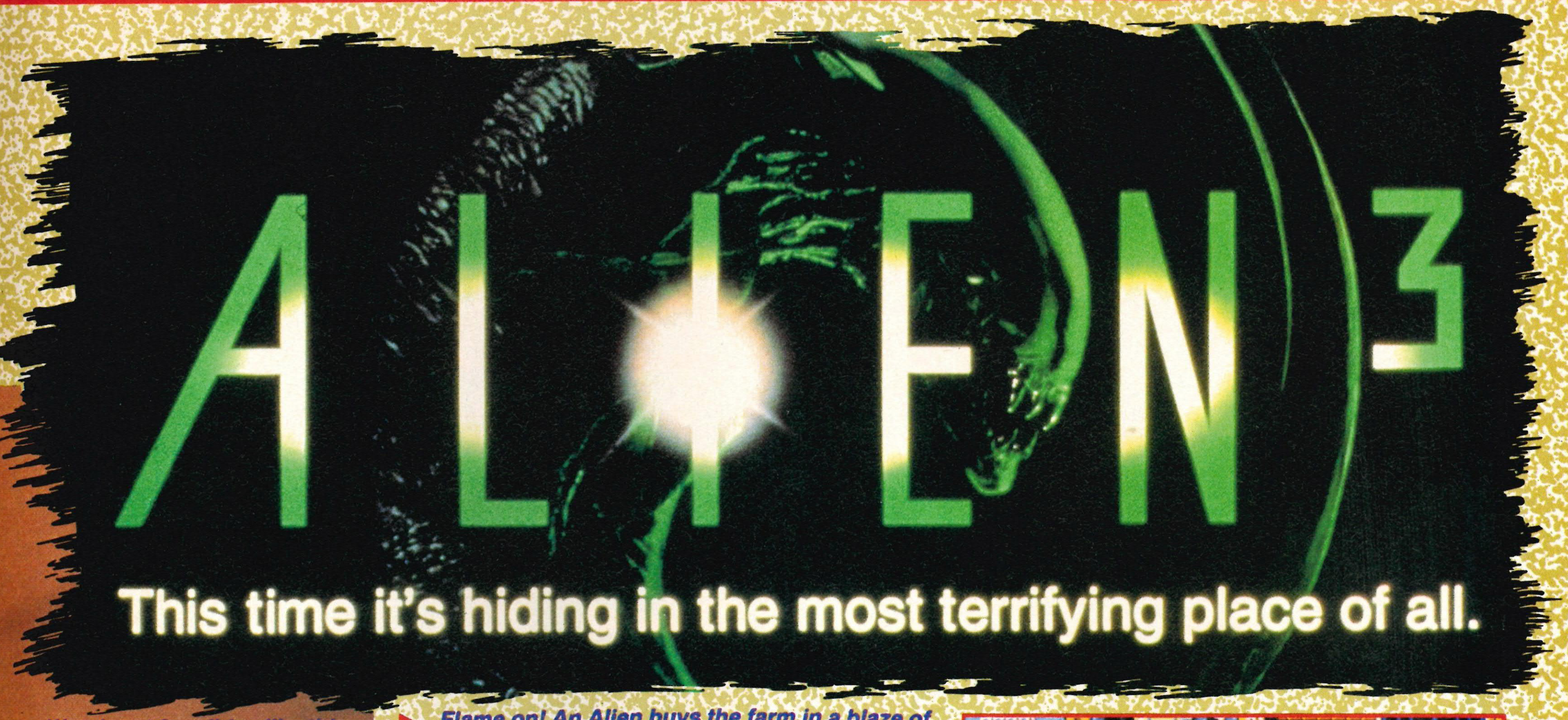
Those nasty Aliens have a tendency to sneak up on poor Ripley rather quickly, but luckily she has some sort of warning in the form of her Motion Detector. This useful piece of kit locates any Aliens in the immediate vicinity, allowing Ripley to ready her firearm. The Motion Detector also indicates the presence of any nearby prisoner which is very useful indeed.

NO GUNS? NO THANKS!

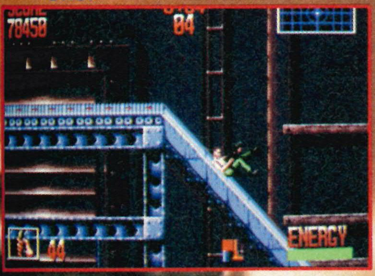


As anyone who's read about the forthcoming movie knows, there are no guns of any description in the new film! Acclaim reasoned with 20th Century Fox, saying that the game wouldn't be any good without some decent firepower. Luckily, 20th Century Fox agreed and in the game Ripley carries all sorts of heavy duty assault hardware! However, the basic premise of the movie and its setting remain the same.

An Alien blows up in a spectacular manner.


ALIEN 3
This time it's hiding in the most terrifying place of all.

Watch out for slides like this one.



SHOOTING OFF

Ripley has access to many different weapons, all of which come in handy when it comes to dusting the monkey asses of those nasty Aliens. However, each weapon has an ammo limit, so be careful!

PULSE RIFLE: Ripley's standard weapon requires many hits to destroy the larger Aliens, but comes in handy for smaller foes like Face Huggers. A fairly decent weapon.

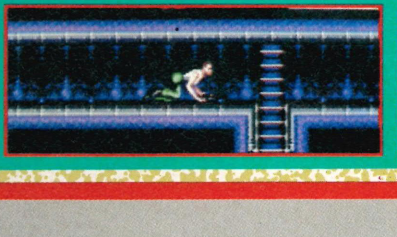
BAZOOKA: The coolest! The Bazooka fires off single shells that rip an Alien to shreds. It also comes in handy for blowing up any doors that refuse to open through more conventional means.

GRENADES: These are best used in ventilation ducts or on ladders. Just drop them down on any Aliens below and watch them explode! They aren't much use in many other situations though.

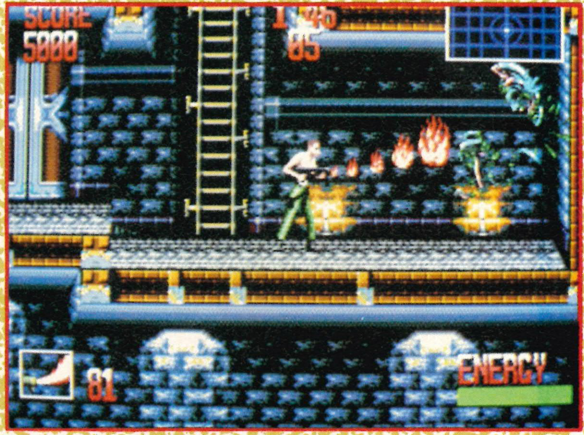
FLAMETHROWER: Go a-roasting and a-toasting with this useful weapon! The Flamethrower fries up Aliens in seconds and is very useful against Face Huggers and the pods from which they came.

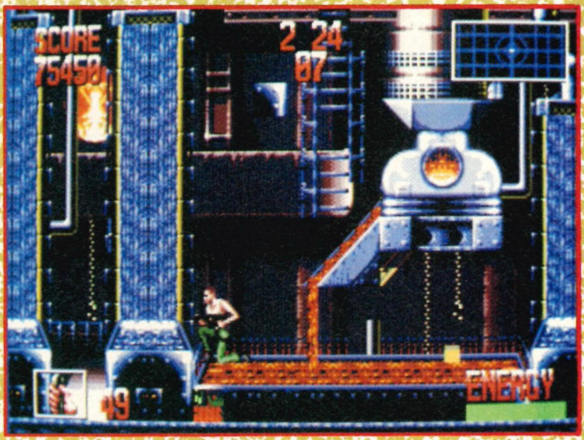
VENTILATION EXCITATION

To get into different parts of the prison complex, Ripley makes use of the various ventilation ducts. These invariably offer short-cuts or allow you to reach prisoners you couldn't otherwise get to. Unfortunately, some of the Aliens have holed up in these ducts and are ready to cause Ripley some serious hassle. Making matters worse is that fact that Ripley can't see around corners in these ducts. She must use all of her cunning (as well as her Motion Detector) to determine any Alien presence.



Flame on! An Alien buys the farm in a blaze of fire.





Grenades at the ready, Ripley explores a later level of the game.

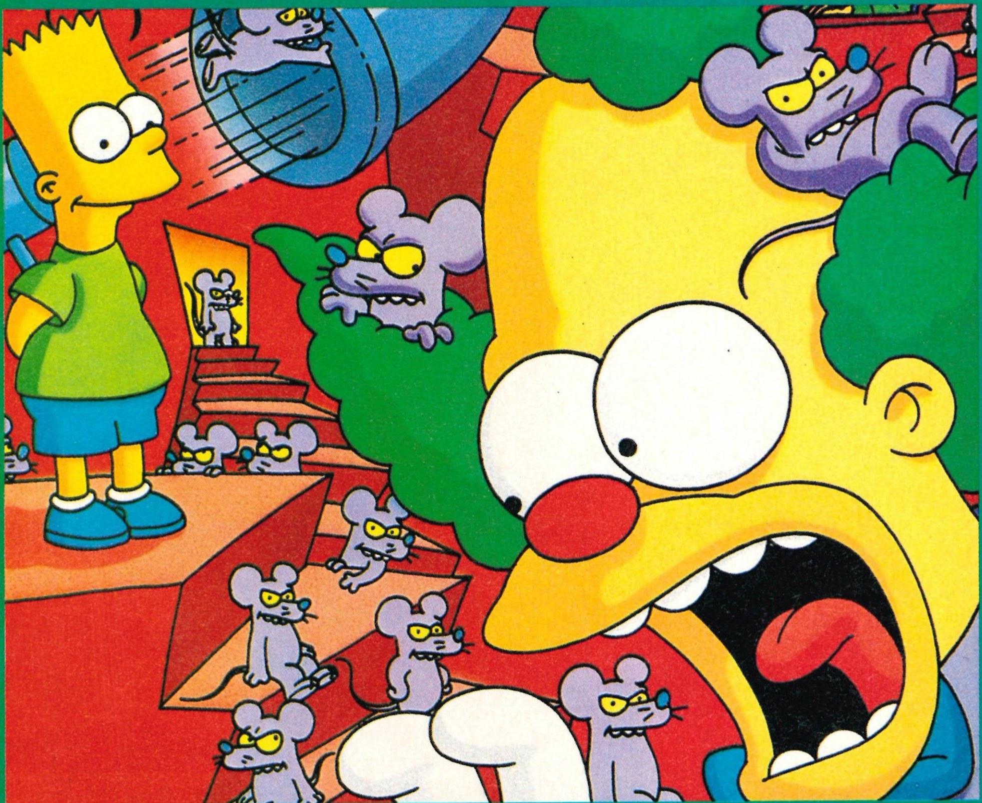
MEGADRIVE

1
PLAYERS

KRUSTY'S FUNHOUSE

SUPER NES

1 PLAYERS

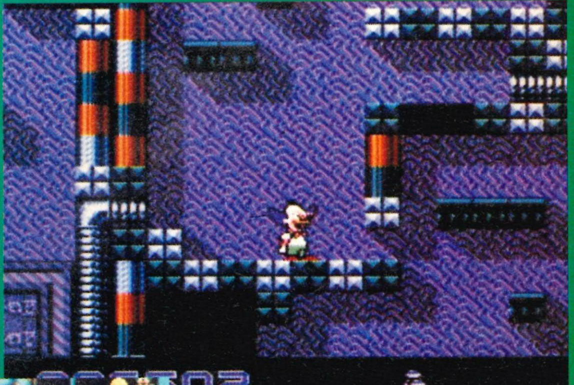


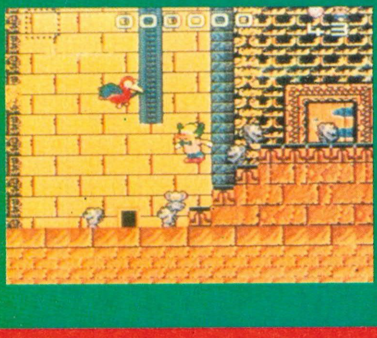
The first Simpsons game on the Super NES looks like being one of the most fun, playable games on the system!

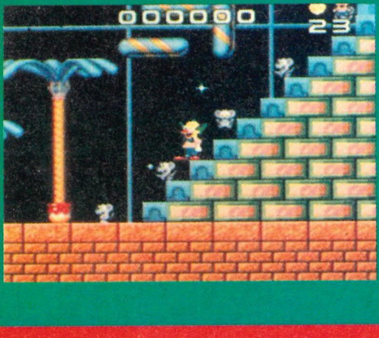
Krusty's Funhouse casts you as Springfield's chief entertainer, Krusty the Klown - idol of every child, including one Bart Simpson. The problem is, his amazing Funhouse has been infested with swarms of rats and it's his job to sort out the mess. Luckily, his number one pal, Bart Simpson is on hand to help out a bit.

The general objective is sort of like Lemmings in reverse. As Krusty, you've got to manipulate the platform environment in order to guide the rats towards a special chamber, where Bart disposes of them using a number of hilarious methods.

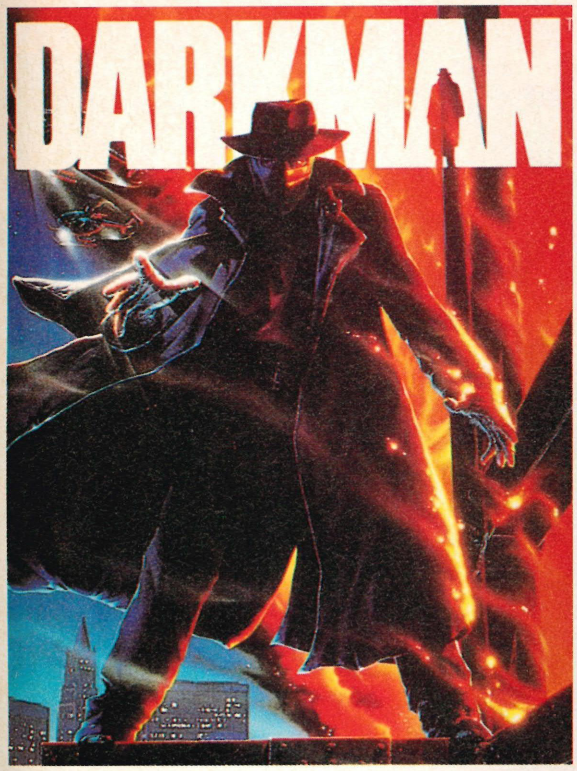
The sheer size of the game is stunning. There are loads of different levels to conquer and the game requires all your cunning as well as testing your reactions. We'll be reviewing Krusty's Funhouse just as soon as it's finished. Look out for it, it's going to be hot!

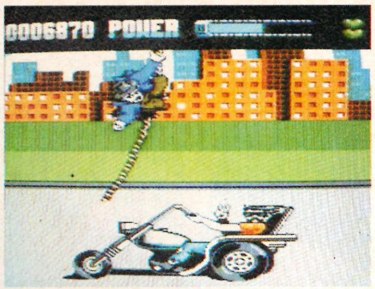


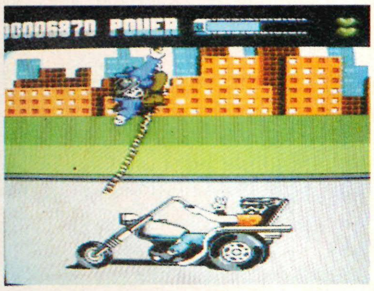


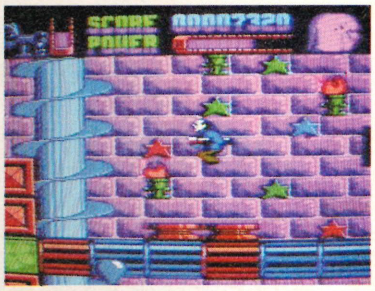


▲ *There's some space here for us to print a couple o' screenshots of the 8-bit NES version of Krusty's Funhouse too! This looks like being just as cool as the mega Super NES game!*





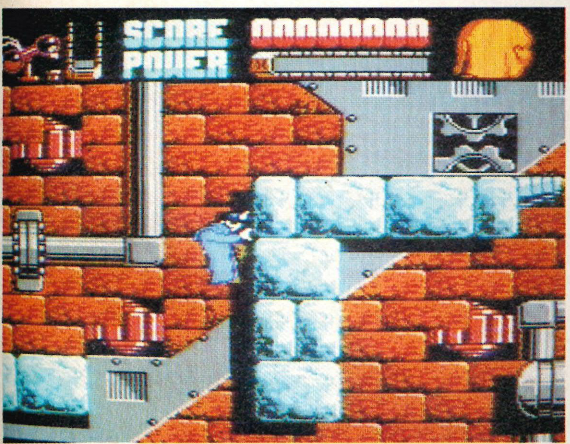




Based on the not-too-successful film, Darkman puts you in the boots of one of the strangest heroes of all time - the eponymous Darkman!

In this officially licensed conversion of the movie, you play Darkman as he runs around the eight-way scrolling platform environment, dishing out Darkman-style punishment to all of his enemies. He also has to negotiate many hazards in the platform environment, that include lifts and even tightropes!

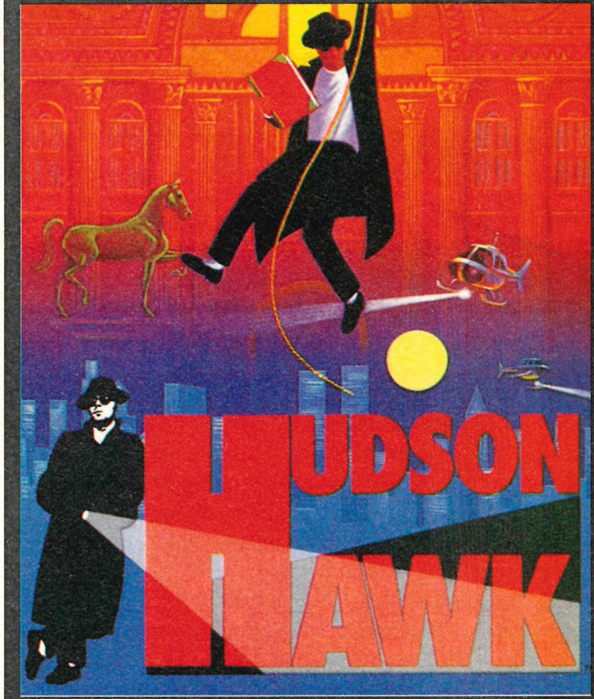
We've had a good go of a finished copy of Darkman and reckon it's got very classy graphics and sound. What we won't let on is the quality of the gameplay. You can read about that when we review the finished product in a future edition of MEAN MACHINES.



▲ *Darkman has the ability to scale the walls like Spider-Man! This really comes in handy should you just miss the edge of the platform.*

NINTENDO

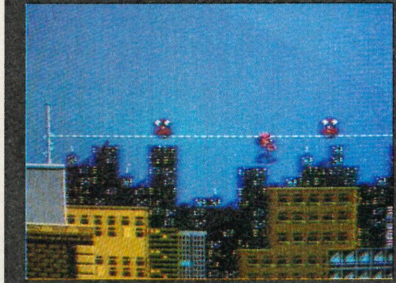
1 PLAYERS

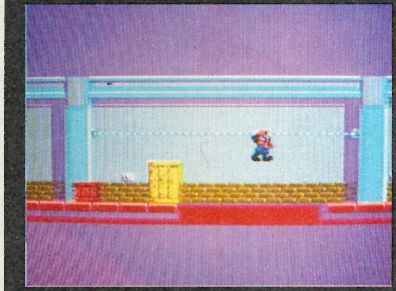


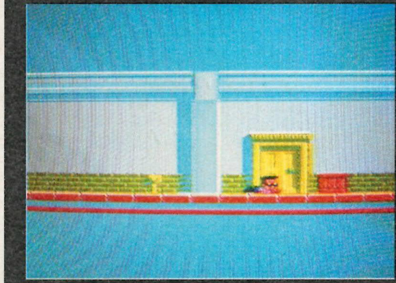
The shambling Bruce Willis flick (one of Hollywood's biggest disasters ever) has been converted by Sony Imagesoft into a scrolling platform game with thieving overtones.

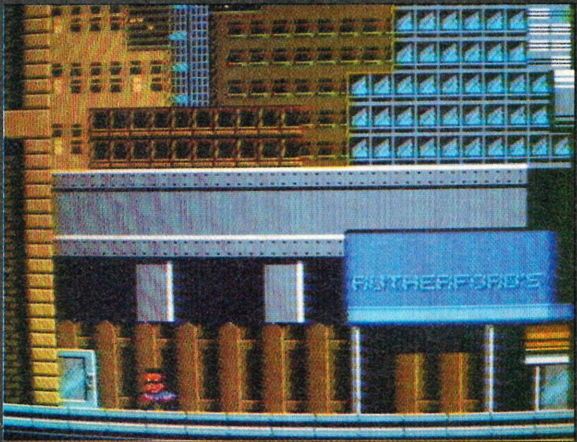
In the 8-bit Nintendo version seen here it's your job to infiltrate a number of buildings and half inch every valuable going. But watch out, because there are a number of security hazards to overcome including laser beams, guard dogs and security officers! Your only means of defence is a ball which you can throw at your assailants to stun them.

Hudson Hawk is complete and has been available in the States for quite some time. Unfortunately, we have no details of a UK release, but we will review the game closer to that time.









NINTENDO

1 PLAYERS

BART VS THE SPACE MUTANTS

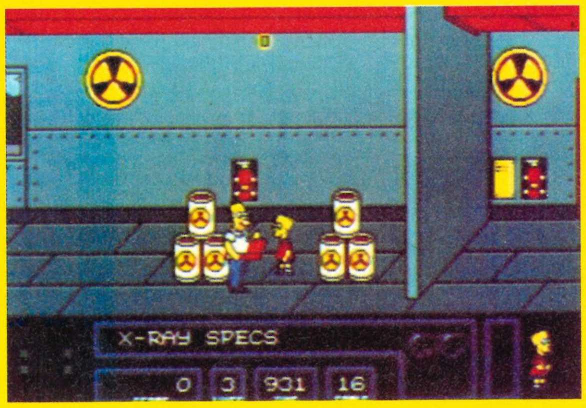
The first Nintendo Simpsons game, Bart Vs The Space Mutants, has been converted to the Megadrive! The game looks like being a straight conversion of the 8-bit hit, with only the inclusion of minor graphic improvements making it any different from the original game.

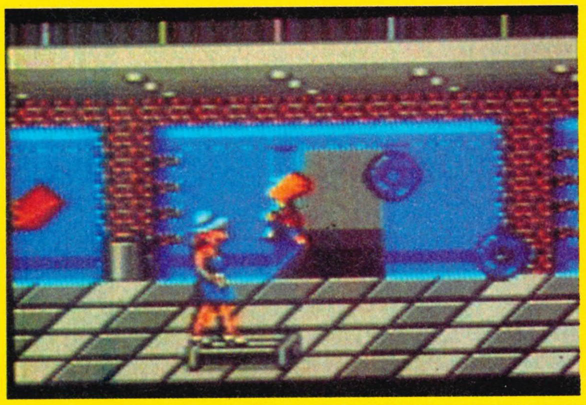
If you didn't know, the game involves the cheeky exploits of young Bart, as he strives to save the world from a race of twisted Space Mutants out to take over the whole world. In order to further their murderous action, they are collecting a series of purple objects from Springfield which can be used to fuel their lethal weapons.

As luck would have it, Bart catches wind of this plot, and sets out to completely destroy or deface the items the Space Mutants need to conquer the world! He achieves this by traversing the horizontally scrolling stages that make up Springfield, painting all the offending articles red and generally getting up to all sorts of Bart-style mischief and capering.

Simpsons fans should lap this conversion up, but you'll have to wait for a forthcoming MEAN MACHINES for the definitive review.

BRAND
X
SPRAY
PAINT
NO CFC'S

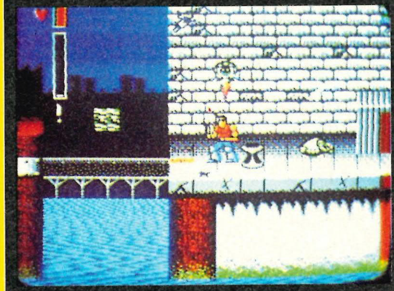


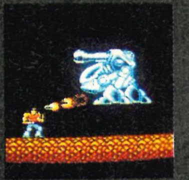


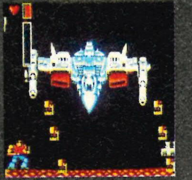
MEGADRIVE

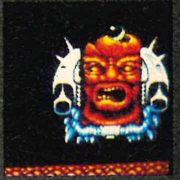
1 PLAYERS

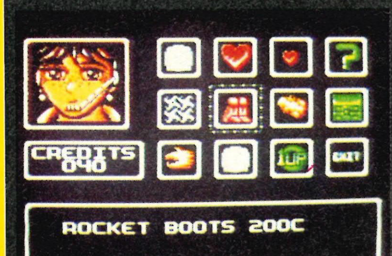
SWITCHBLADE II







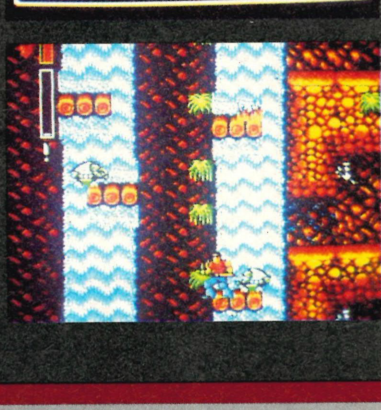




One of Gremlin Graphics most successful computer platforms games has been converted to the Nintendo! Switchblade II casts you as an acrobatic secret agent out to infiltrate a series of scrolling platform levels, dispensing his own form of photon justice to the evil enemy agents that get in his way.

To aid him in this arduous task, your agent has been equipped with a bionic arm with all sorts of power-up weaponry. It's up to you to make good use of these amazing assault devices to bring down the enemy menace once and for all.

As you can see from the screenshots we've printed on the page, Switchblade II is looking really smart. We'll give you more details about the game in the near future.



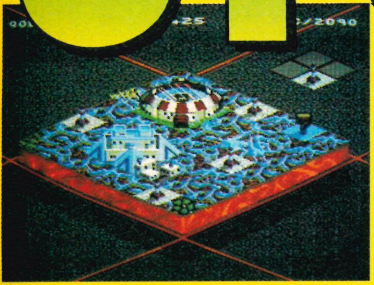
NINTENDO

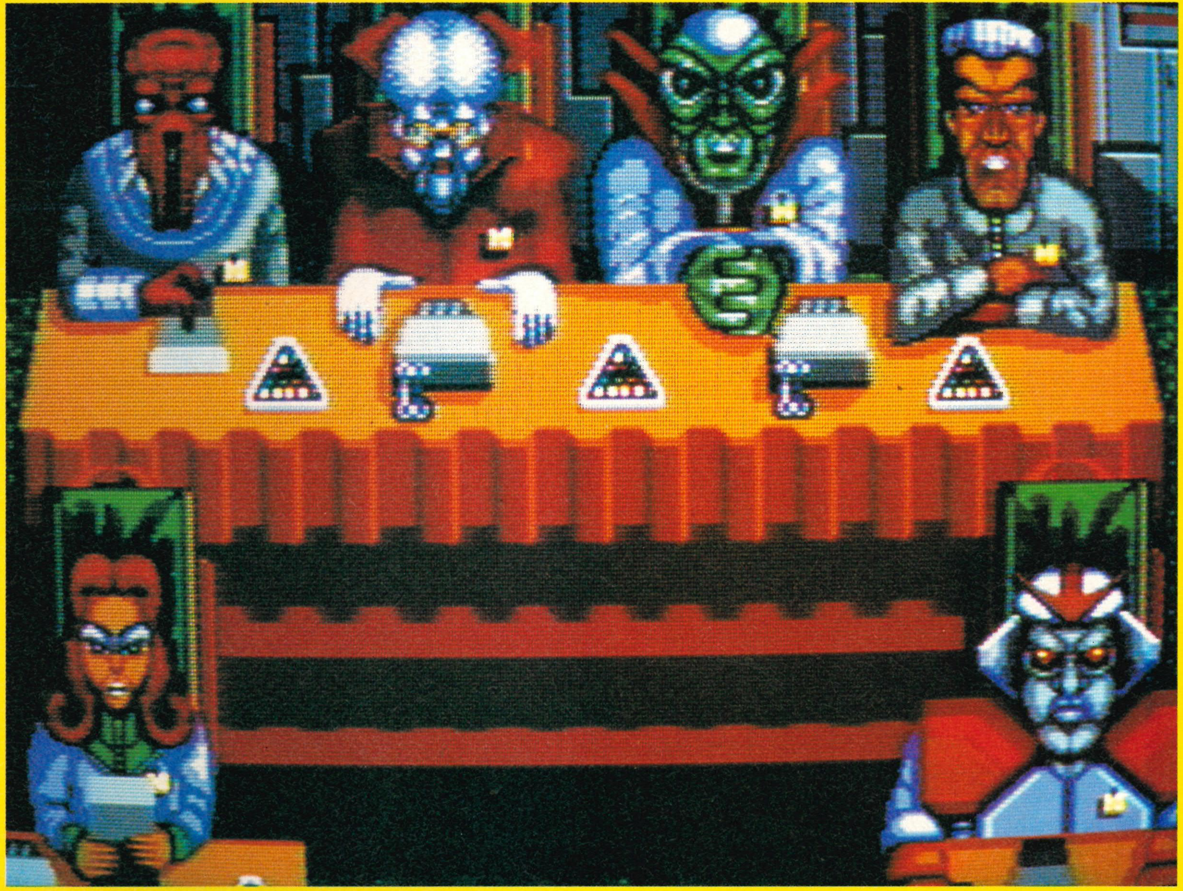
1 PLAYERS

UTOPIA

SUPER NES

1 PLAYERS

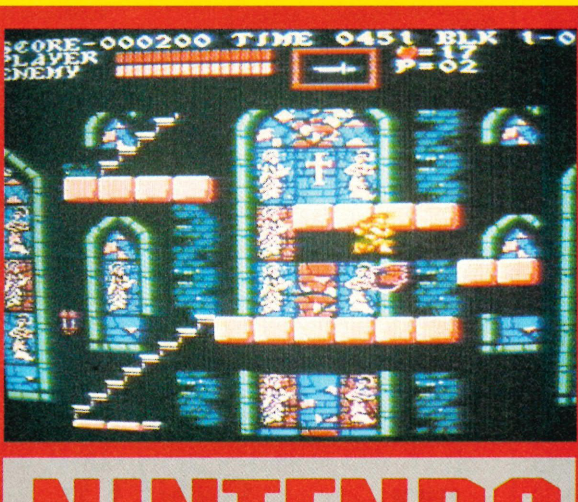




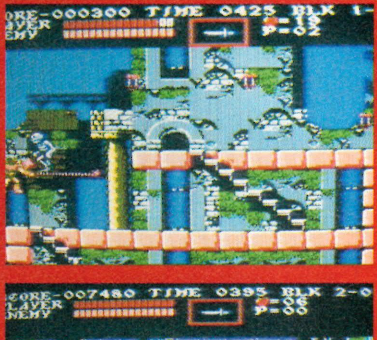
Utopia is another stunning Gremlin Graphics game that is currently in the process of being converted onto a console.

In the game, you are charged with the task of building a thriving series of space colonies on a whole range of different planets. It's your job to provide houses, entertainment and power for each world and attract colonists to your world. Defending your worlds and keeping your colonies safe is essential as nasty aliens have a habit of turning up and attempting to destroy or take over your worlds. This deep and involving game is scheduled for release on the Super NES and as you can see from the screenshots, it looks like being a fine conversion. Look out for more news in the pages of MEAN MACHINES during the next few months.

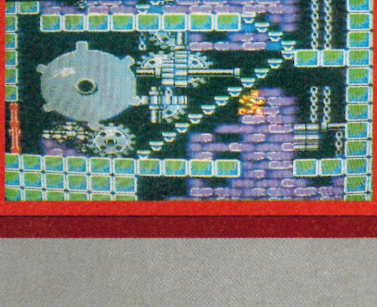
Castlevania 3



Simon Belmont returns to the 8-bit NES in another legendary platform adventure. Once again, Dracula has risen from his coffin and is terrorising Mr Belmont and his family. So, pausing only to grab his trusty whip, Belmont sets out in search of his vampire nemesis.



As you can tell from the screenshots, Castlevania III is another four-way scrolling platform romp, rather akin to its Super NES successor. There are many chambers and levels for Belmont to explore, all thriving with vampire bats, skeletons and other meanies.



We've had a quick look at a completely finished copy of Castlevania III and came away very impressed with its graphics and sound. We can also report that the gameplay is pretty good too! However, we shall reserve judgement until next month, where we will give the game the MEAN MACHINES review treatment!

NINTENDO

1 PLAYERS

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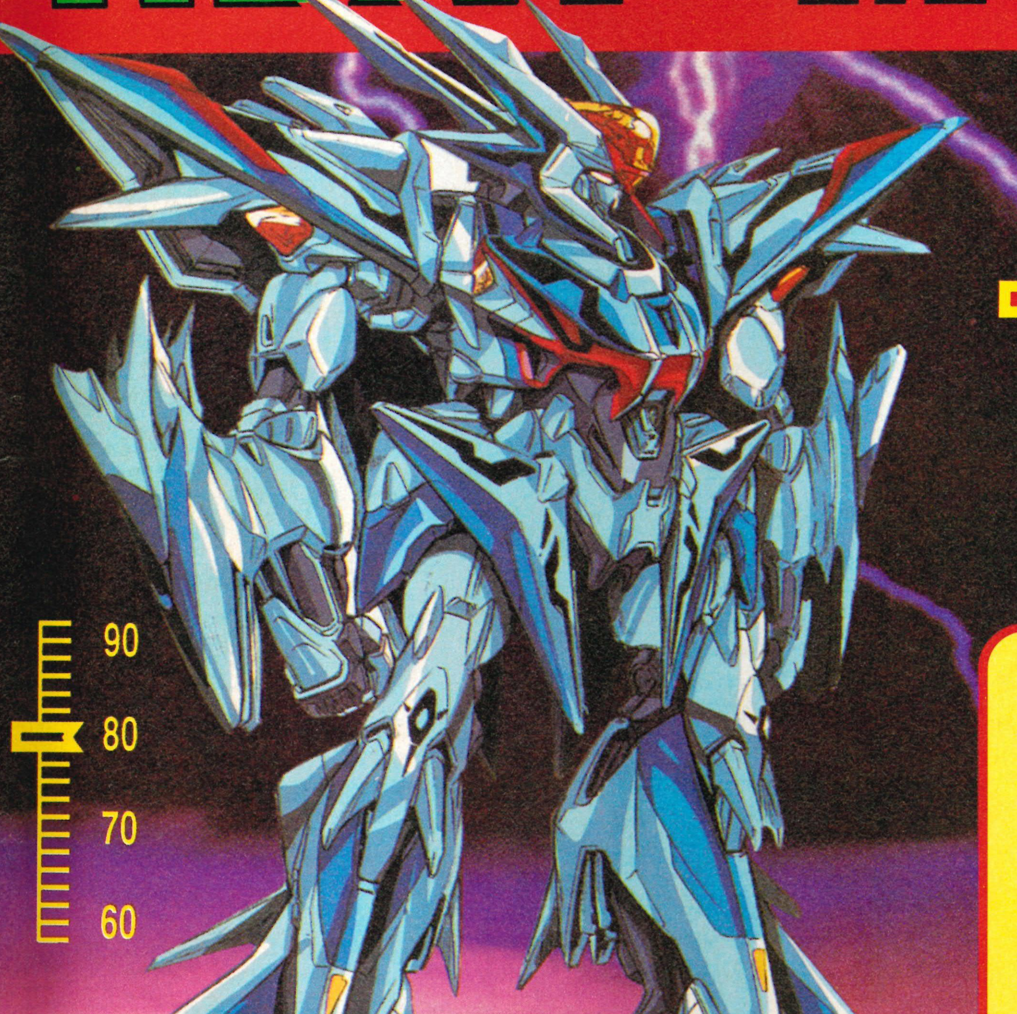

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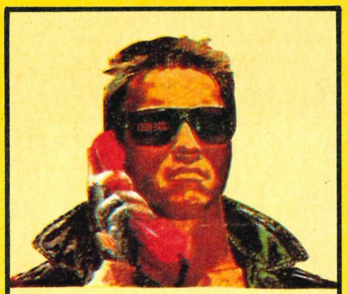

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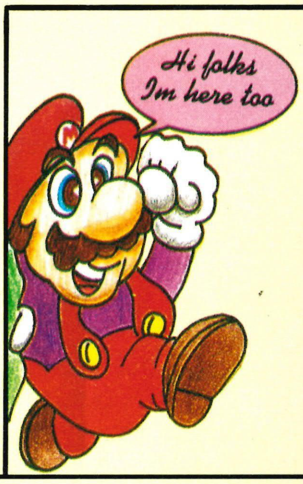
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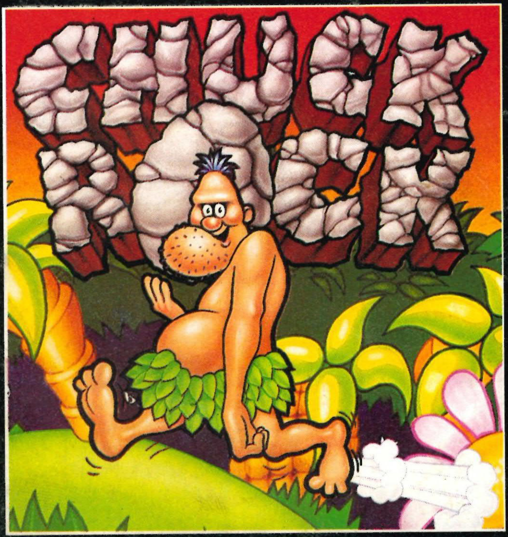

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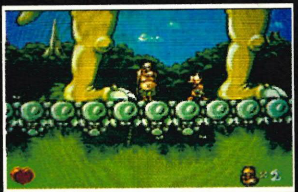

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